WHY SLAY DRAGONS
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WHY SLAY DRAGONS

WHEN YOU COULD BE FISHING

IO PUBLISHING

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On the Cover: An elf and tiefling landing a big fish while dragons soar happily in the sky and a friendly raccoon watches on.

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Welcome to our first-ever written book: Why Slay Dragons When You Could Be FISHING! When trying to figure out what Io Publishing's first book would be, I had to think pretty hard on the subject - and that gave me great struggle and a lot of headaches. I enjoy creating game content and mechanics, so I wanted to bring something to you that I felt hadn't been explored before, and so I had to think back to the many systems I've developed over the years.

I've been fortunate enough to GM dozens upon dozens of folks, and the one topic that always got people excited was fishing during downtime activities - it really seemed to get everyone stoked. And how could it not? I remember playing RPGs in my youth, and any time a Fishing Minigame would come up, I would spend hours trying to catch the rarest fish in the hopes it would get me a super reward. But wasn't it the fish we caught along the way reward enough?

And with that, Why Slay Dragons When You Could Be FISHING was born! An idea of a fleshed-out downtime activity that you and your players can enjoy between adventures - or as full-fledged fishing adventures. During playtesting with friends, where we would have an entire campaign that revolved around the world of fishing, I realized we had something really special... Something different! We were all having fun around the table, just hanging out and fishing in the game - no combat - no world-ending threat - just hanging out with your buds, in and out of the game, fishing. Characters were still being developed, and the stories the players wanted to tell were still present - it was a different way of running the game.

Speaking of running the game, I wanted to personally tell you how to use this book - and that is however the heck you want to. Sure, we provide guidelines for bringing fishing into your game, but I don't intend to take over your world with my ideas of fishing. If there is a rule you like, use it! But if there is one you'd like to adjust - to flesh out or simplify more - I encourage you to do so. I got my start doing the same thing, adjusting rules so that they meld with what I wanted to run - and I encourage you to do the same! Ultimately, this is your game world - I just wanted to provide resources to contribute in any way you see fit.

I couldn't have written this book without the supportive crew. To my many players who have let me experiment and tinker with these mechanics, to the Io Publishing Writing and Artist team for their amazing contribution that really brought this vision to light, to my father who introduced the excitement of fishing in my youth, to my partner who proofread this book more times than anyone else should so that my wild thoughts were kept on track, and to you - the viewer, the Kickstarter backer, the reader who is picking this book up from the shelf for the very first time - thank you. I hope this is the beginning of many books we all create together!

-Brett

INTRODUCTION

A babbling brook, a deep lake, the foliage of the swamp, a desert whirlpool, a lava river from hell... In each of these areas, a noble angler casts their line in the hopes of catching something extraordinary. Anglers explore every corner of the vast world, aspiring to fish up a big one, whether it be for sustenance, to find a fabled material to create a powerful item, or simply bragging rights to tell a fisherfolk's tale like no other.

The first of many downtime books within the Why Slay Dragons series, this book focuses on the world of fishing. Whether it is the focal point of your adventure or simply a side activity while traveling to your next destination, Why Slay Dragons When You Could Be FISHING will have you covered.

USING THIS BOOK

Written for both players (often referred to as "anglers" in this book) and GMs, this book offers an expanded ruleset for fishing and the activities around it, such as carving and crafting. Everything is built to be compatible with fifth-edition TTRPG systems, along with other supplemental information such as subclasses, magic items, and new creatures.

- Chapter 1 is all about **Fishing** and bringing it into the world with rulesets for Activities in general. It goes over how to fish and carve, along with a plethora of optional fishing rules to enhance the game further. This chapter also goes into activities such as how to run fishing tournaments and how to manage fines revolving around the world of fishing.
- Chapter 2 is all about **Character Options**, including new races (which IO Publishing refers to as Folk), new subclasses, and new spells. It introduces Fishing Styles and Techniques for characters who wish to enhance their angling, including how to train in these fishing abilities.
- Chapter 3 is all about **Fishing Catches**, including all the fish an angler will encounter in this book. This chapter also includes rulesets for the GM about modifying or creating their own fish and goes into how to transform a base fish into an enhanced Lunker. There are also additional optional rules to further enhance and fine-tune fish. At the end of this chapter is a plethora of junk entries of varying worth that can be found while fishing.
- Chapter 4 is all about **Equipment**, including new equipment and magic items, both fishing-focused and for general adventure. This chapter also features our crafting system and modular optional rules to fine-tune how crafting is run at the table.
- Chapter 5 is all about **Environments**. It goes into detail about twelve distinct environments anglers may explore during their fishing adventure. Each one features its local dangers, weather and weather modifiers, local anglers that may be encountered, quest and shop ideas, as well as catered fishing/junk tables that can be run without any further modification.
- Chapter 6 is all about **Combat Catches**. It features new creatures that may be encountered while fishing and the stat blocks for Combat Catches, which are fish that double as combat encounters when caught.
- Chapter 7 is a **References** section containing stat blocks for creatures we have modified from the SRD 5.1.

SRD 5.1 CONTENT

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document.

This book will let you know when we reference subjects from the SRD 5.1. Stat blocks with Spellcasting sections may have spells from the SRD 5.1. Any reference to a creature or item from the SRD 5.1 will have "SRD 5.1" labeled for your convenience.

EVERYONE HAS AN EQUAL SAY

While a GM's responsibility is to help craft worlds and moderate their table, that does not make them more important than a player. Everyone at the table has an equal say in how a game is being run.

Even something as lighthearted as fishing may have moments where a conversation needs to happen to ensure everyone's safety and fun. Open communication is paramount when playing TTRPG games, and the subject matter in this book is no exception.

HOMEBREW FRIENDLY

As a GM, this book is a guide into the world of fishing, but if something doesn't work, you are free to change it! Everything in this book can be adjusted for your table - including the very rules themselves.

NPC GENDER IDENTITY

Every NPC has pronouns to inform the GM of their gender identity. This is a reflection of life: There is diversity in the identities of people in our real world, as well as in this game world, which we wanted to make sure was represented. If players are unsure of a character's gender identity, encourage them to ask!

FISHING

"No matter who you are, where ya come from, or where ya been, fishin' is for everyone. And there's nothin' greater in the whole world than fishing with friends. Take it from me; I'm a bear."

-Brynjar the Bear

Fishing is the self-defined undertaking of catching fish, and in a world of fantasy, there are many different types of fish that you can catch. What lands on the line can be anything from the typical fish you are familiar with (such as bass or trout), while in other areas, you may catch something far more supernatural - almost aberrant. Fishing can be done out of necessity as a stable food source for a coastal village, or it can be done to harvest rare and wondrous ingredients for potion and item creation. More simply, fishing can also be done for sport and recreation.

Activities

Ruleset

Alongside a Short or Long Rest, you can take part in an Activity.

- During a Short Rest - you can complete 1 Activity.
- During a Long Rest - you can complete 2 Activities.

An Activity typically takes 1 hour in the game world's time, but a GM can change it to take less than this. Activities in this book include fishing, progressing a carving project, and progressing a crafting project.

Player Characters still gain the benefits of a Short or Long Rest while taking part in an Activity.

FISHING

A typical Fishing Activity (or Fishing) may involve one or multiple anglers who wish to fish. To fish, the angler must dedicate an Activity at a Fishing Area and have the appropriate equipment to fish with (usually some sort of Fishing Tackle). A GM will determine what fishing equipment is appropriate. For example, someone who is Noodling may not even require additional equipment.

When multiple anglers in the adventuring party are fishing at the same time, have them roll Initiative as if they were in combat to determine the order in which they will resolve their Fishing Activity.

Fish
Term

In this book, we use the term "fish" as a creature an angler can potentially catch through a Fishing Activity, but some of these creatures are not typical fish in a real-world sense. Anglers can catch a variety of beasts, including amphibians and reptiles, as well as otherworldly entities such as elementals and aberrations - all of which fall under the term "fish".

Fishing Activity Step-By-Step

1. **Determine Fishing Order.**
2. **Choose your Fishing Style.** The angler in the Fishing Order determines what Fishing Style they will use this attempt.
3. **Roll on the Fishing Table.** The angler in the Fishing Order rolls on the d100 Fishing Table corresponding with the environment. This determines if the angler hooks anything. If a fish is hooked, this starts a Fishing Encounter.
4. **Resolve any Fishing Encounters.** Fishing Checks are made by making Survival Checks against the Fish's Catch DC. The Ability Score used is determined by the Fishing Style the angler is currently using. Some fish require multiple successful Fishing Checks within a defined amount of attempts. These fish are considered to be Lunkers.
5. **Take Turns with other Anglers.** After the angler has resolved their Fishing Activity, begin again with step 2 with the next angler in Fishing Order.
6. **Elapsed Time.** After every angler in the Fishing Order has concluded their Fishing Activity, an hour in the game world will elapse.

Fishing Order

All anglers who wish to fish roll Initiative to determine the Fishing Order.

Choose a Fishing Style

The angler in the Fishing Order determines the Fishing Style they will use in this attempt. Styles determine the Ability Score you use when making your Fishing Checks, which involve Survival. For example, Fly Fishing requires a Dexterity (Survival) Check for your Fishing Check, while Still Fishing requires a Wisdom (Survival) Check. You can also use learned Advanced Fishing Styles that may have additional mechanics, such as Bomb or Fracture Fishing.

Roll on the Fishing Table

The angler in the Fishing Order rolls on the Fishing Table corresponding with the environment to determine if the angler hooks anything. The Fishing Table is a d100 table of fish. A roll of 1-40 yields no fish. A roll of 41-50 yields junk from the area's Junk Table. 51-100 yields a fish of some sort. If an angler rolls higher than 100 on the Fishing Table, they choose the result. If an angler hooks a fish, they go into a Fishing Encounter.

Resolve any Fishing Encounters

Fishing Checks are made against the Hooked Fish's Catch DC. Catching fish normally requires 1 successful Fishing Check. If the fish is a Lunker, this extends the Fishing Encounter. Lunkers are modified fish that require multiple Fishing Check successes to catch in an allotted amount of attempts during a Fishing Encounter. Lunkers have a higher Market Value and reward more XP than the base fish. If the angler is successful during the Fishing Encounter, they catch the fish. If they fail, the fish is no longer Hooked, and flees back into the Fishing Area.

Take Turns with other Anglers

After the angler has resolved their Fishing Activity, begin again with step 2 with the next angler in Fishing Order.

Elapsed Time

After every angler in the Fishing Order has concluded their Fishing Activity, an hour in the game world will elapse.

Caught Fish

After the angler successfully catches a fish and handles any special outcome a fish may have when caught, there are several things they can do:

- Sell the fish to a fishmonger at its Market Value.
- Carve the fish to preserve valued Fish Parts at lower weight, and use as crafting material.
- Release the fish for Bonus XP and to remove a Fishing Ordeal.
- Complete any specialized result they can do with certain fish as defined in their Fish Stat Block.

Sell to a Fishmonger

Towns and cities near fishing areas typically have a fishmonger who will purchase fish and Fish Parts at full Market Value. Dead fish or Fish Remains are valued at 50% of the Market Value of the original fish with the assumption that the fish may not be fresh enough to yield a beneficial carve.

Fishmongers are also available to carve fish for anglers for Fish Parts at 10% of the fish's Market Value.

Fishmongers in smaller towns are normally available during the morning and closed after spending their afternoons and evenings preparing the fish they've purchased to sell their Parts to various butchers and artisans around town. Sometimes, a fishmonger will remain open until dusk when fish trades are frequent, while apprentices prepare the fish throughout the day.

A fishmonger who favors the angler may give them extra, such as an additional 10% of the Market Value, or a free carve from the fish (such as a handful of scales or a thin fish fillet). Fishmongers who have an unfavorable disposition will usually purchase fish under Market Value (10% - 50% less depending on how unfavorable). Sometimes, they may refuse to do business with an angler if they do not need stock.

Carving

After catching a fish, an angler can carve it, keeping only its valuable Fish Parts.

Carving a fish requires a Wisdom (Survival) Check by default, although the GM may allow alternative Ability Checks if a justification can be made for it. This is referred to as a Carve Check. The level of the fish determines the Carve DC (see Carve DC by Level table).

The size of the fish determines how many Activities must be dedicated to the carve (see Carve Activities by Size Table).

Activities to carve fish are usually consecutive, but if the fish is preserved in some way in the middle of carving, you can break apart the Activities.

After successfully carving a fish, the angler acquires Fish Parts equal to the Market Value of the fish, which can be sold to fishmongers or used as materials for crafting projects at double the Market Value (See Crafting: PG. 141).

Failing to carve a fish will still grant the angler Fish Parts equal to half of the Market Value of the fish.

CARVE ACTIVITIES BY SIZE

SIZE	# OF ACTIVITIES
Tiny	1
Small	1
Medium	2
Large	3
Huge	4
Gargantuan	5

CARVE DC BY LEVEL

LEVEL RANGE	CARVE DC
1-4	10
5-10	15
11-16	20
17+	25

Fish Remains

Any fish outside Combat Catches that is killed are considered Fish Remains, which are worth 50% of its Market Value. In addition, Fish Remains can still be carved from, acquiring the fish's original full Market Value in Fish Parts.

If the Fish Remains have been damaged in any way, such as missing parts or rot, a GM may rule the following for the remains in question:

- The Fish Remains have their Market Value lowered, potentially having no value.
- Successful Carving of the Fish Remains grants limited Fish Parts that would not equal the fish's original Market Value.
- Failed Carving yields no Fish Parts.

Fish Parts

Anything carved from a fish is defined as a Fish Part. These parts may include materials such as scales, bones, meat and specialized components such as organs or unique ingredients.

This book doesn't outright define what is carved from each fish to prevent player inventory bloat. Fish Parts can be sold for the fish's original Market Value, or used as Crafting Material that can utilize Fish Parts at double Market Value. The GM can optionally further define what precisely is carved. For example: a wizard may request the anglers carve the eye of a Cyclopicanthus to help with their potion brewing.

Additional Successes Fish Parts Value

Optional Rule

To make carving more valuable, any time an angler beats the Carve DC by 5 or more, they will yield an additional 10% Market Value from the Carve.
As an option, you can also have it that every 5 above the DC increases the Market Value of the Fish Parts by an additional 10%. So if the anglers roll a 25 on their Carve Check and the Carve DC is 15, they can yield an additional 20%. It is recommended to put a hard cap on this, from anywhere between 20% - 50%.

Check per Activity

Optional Rule

To add more rolls to the Carving Ruleset, you can require the player to make a Check every Activity.
If the Check fails, you can determine the result depending on how difficult you wish the Carving Ruleset to be.

- The Activity needs to be repeated; no potential Fish Parts are lost.
    - The carving takes longer to complete but doesn't waste potential Fish Parts.
- The Activity doesn't need to be repeated; potential Fish Parts are lost.
    - Example: If the angler is carving a Huge size fish (which requires 4 Activities to carve the entire fish), and the angler were to fail their first Activity Carve Check, they would immediately lose out on 25% of the Fish Parts Market Value after the completion of the project.

Level Requirement

Optional Rule

To limit what can be carved, you can set a Level Requirement that the angler's level must be equal to or greater than the fish they are attempting to carve.

Level Modifier

Optional Rule

To make higher-level fish more difficult to carve but lower-level fish easier, you can apply a modifier to the DC depending on the difference between the angler's and fish's levels. If the fish's level is lower than the angler's, the difference is subtracted from the Carve DC. However, if the fish's level is higher than the angler's, the difference is added to the Carve DC.

Example: If the angler is Level 7 and they are trying to carve a Level 9 fish, the DC, which was originally 19, becomes a 21. However, if the player is Level 11, and the fish is Level 9, the DC would become 17.

No Check Required

Optional Rule

To speed up carving and to make it more of a guarantee than a chance, the angler can dedicate the amount of Activities required to immediately yield the Fish Parts.

Partial Parts

Optional Rule

Instead of getting the Fish Parts after completing all the Activities required for carving, the angler slowly gains Fish Parts per Activity completed. Whenever the angler needs to interrupt consecutive Activities to carve a bigger fish, have the angler make a Survival Check then. If they are successful, they get Fish Parts equal to the percentage of Activities they've completed.

Example: If the angler is carving a Huge size fish that requires 4 Activities and they have only completed 2 Activities, and are successful with their Carve Check, they would only get 50% of the Market Value in Fish Parts.

If you are using the No Check Required optional rule, no Checks are required - the angler gets a percentage of Fish Parts per Activity complete.

Example: If they are carving a Huge size fish - which requires 4 Activities to completely carve - every Activity will give them 25% of the Fish's Market Value in Fish Parts.

Scaling DC by Level

Optional Rule

Instead of having a flat table for the DC, you may wish for the Carve DC to be more flexible. In this system, the Carve DC would be the Fish's Level + 5.

Releasing the Fish

Sometimes, anglers will fish for sport instead of for necessity. Releasing a fish immediately after catching it rewards the anglers with an additional 10% XP of the caught fish (if you are using XP as a ruleset) and removes 1 Fishing Ordeal.

Specialized Catch Result

Some fish have specialized results that may happen upon being caught, defined in their fish stat block under "Catch". This can be anything from providing boons after certain conditions are met to making the fish a pet (some of which provide additional benefits). Not all results are positive, as doing certain things may bring misfortune to the angler.

Storing Fish

While a Fishing Tackle may be limited in the amount of fish it can carry, there are many alternative and creative ways an angler may store fish. As long as a fish has ample room and is within an environment they can live in (such as water from the Fishing Area they are from), they can survive while being transported.

While catches can become massive and provide great difficulty for the angler to store, the GM can devise ways to carry larger catches. Carving fish for their valuable parts provides an easier way to preserve and transport your catches without having to keep a fish alive. In a world of magic, there are plenty of other solutions, such as Bags of Aquatic Holding. The GM can freely alter existing spells and items to allow for better storage capability, such as a Magnificent Mansion spell altered to function as a massive aquarium for catches. Be mindful of pacing to ensure the game is moving along at a steady rate and not letting the minutia of management slow down the game.

Fishing Ordeals

Anglers have their good and bad days, but sometimes, an angler will fall into such misfortune it throws their entire game off. A Fishing Ordeal is a stackable condition that causes the angler to suffer a -1 penalty to Fishing Checks and a -5 penalty to Fishing Table Rolls. Certain Fishing Styles and Techniques may automatically inflict Fishing Ordeals. The GM may also decide when an angler gains Fishing Ordeals.

An angler can dedicate an Activity to removing 1 Fishing Ordeal. A Greater Restoration spell will remove half of an angler's Fishing Ordeals, but will require a Long Rest before removing Fishing Ordeals in this way again.

Fishing in Unusual Areas

Anglers fish within typical areas, usually bodies of water. However, there will be times during an angler's adventure when they may fish in areas more unique than your average lake or river. It is up to the GM how the world handles the unusual locations and may require anglers to purchase specialized Fishing Tackle depending on the area. While not a requirement, here are some suggestions as to how an angler could fish in specific areas:

- **Arctic:** Ice Fishing Tackle has all the tools necessary for an angler to cut into frozen areas of ice.
- **Desert:** While an oasis typically hosts a water source to fish from, the Dunes and Quicksand fishing areas usually do not. Desert Fishing Tackle with reinforced rods, lines, and bait will allow an angler to fish within the shifting sands. This specialized tackle is traditionally equipped with engineered reels to help reel in big fish within the desert.
- **Ocean:** Standard Fishing Tackle mostly works here, but anglers typically fish with fishing rods built within massive boats that sail across the vast seas. These specialized fishing rods can handle some of the more massive fish an angler may reel in out on the open ocean, along with aberrant catches that frequent the area.
- **Deep Ocean:** An area where anglers rarely tread, but still manage to fish. Submersibles equipped with propelled harpoon lines can be used to fish out some of the scarier creatures that inhabit the waters. For those seeking something more unique, Gravity Fishing Tackle and Diving Suits will allow anglers to walk upon the Deep Ocean's surface and fish within primordial pools, which host a liquid denser than water.
- **Hells:** Anglers who dare enter these hellish pits will need more than their wit. Creatures live within the lava pits and can still be fished out like your mundane lake or river. Fishing in lava requires Obsidian Fishing Tackle, which comes equipped with an enchanted fishing rod, bait, and lines able to stay within lava for a longer period.

Combat Catches

After landing some of the more dangerous fish, the angler's catch will sometimes turn on the party, engaging in a perilous battle. These are known as Combat Catches. After catching specific fish with the Combat Catch ability, the angler, their allies, and the fish caught roll Initiative and begin an encounter as you normally would against a hostile creature. Combat Catches that are defeated in this way are valued at 5 times their base Market Value, even when killed.

As a GM, not every Combat Catch capable fish needs to be a Combat Encounter, as you can choose to have it be a normal Fish Encounter.

No Combat Catches

Optional Rule

For games that have more of an emphasis on fishing and less on combat, you can have these fish be caught normally without engaging in combat. They gain no further benefit or additional reward and are treated as a normal catch.

City Fines

City Guards will write up fines for those that break any laws or regulations within their borders, and wandering anglers are no exception. Leaving fishing nets around, littering, or using Styles or Techniques that are outlawed by the township leads to gold piece fines (for those that can't talk themselves out of it), or jail time for repeated offenses. Below is a table with some examples of what these fines could look like - but ultimately is up to the GM on how to enact justice within their world.

CITY FINES EXAMPLE

Level Range	Major Fine	Minor Fine
1-4	20 GP	10 GP
5-10	200 GP	100 GP
11-16	2,000 GP	1,000 GP
17+	20,000 GP	10,000 GP

Fishing Tournaments

Fishing is not all about necessity! There is a sense of joy and entertainment that comes from getting a bite on your line, and several rivalrous individuals may decide to turn it into a competition.

Fishing Tournaments are a grand event celebrated by all the township citizens, gathering together to see who can land the best catch. While anglers go to their favorite spots in the hopes of emerging victorious, citizens will engage in revelry with drink, food, and song as they cheer on their favorite fisherfolk.

A popular Fishing Tournament involves catching 6 fish throughout the day and adding up their combined weight. Whoever has the highest sum of weight from their catch is victorious, usually emerging with a gold piece prize. However, some cities will also reward magic items or even deeds to plots of land for the winner. For examples of tournament prizes, check the Fishing Tournament Prize down below. Some tournaments may place restrictions to make the competition more fierce, such as being restricted to catching a specific fish. All tournaments usually limit anglers to only catching fish within the environmental area, forbidding any outside fish.

Cheating during a Fishing Tournament is frowned upon and is an easy way to have an unfavorable disposition by all the townsfolk.

FISHING TOURNAMENT PRIZES EXAMPLE

Level Range	Gold	Silver	Bronze
1-4	200 GP	100 GP	50 GP
5-10	2,000 GP	1,000 GP	500 GP
11-16	20,000 GP	10,000 GP	5,000 GP
17+	200,000 GP	100,000 GP	50,000 GP

CHARACTER OPTIONS

There are plenty of additional options you can add to help bring fishing into your game world. This chapter contains the following information.

- **Folks (formerly Races).** 4 additional Folk Options to pick from when creating a character.
- **Subclasses.** 12 new subclasses, 1 for each 5e standard class.
- **Spells.** 19 new spells themed around aquatic environments.
- **Fishing Styles (NEW).** Starting approaches to how a character fishes. A character can learn multiple Fishing Styles.
- **Advanced Fishing Styles (NEW).** Like Fishing Styles, these advanced styles have more mechanics in the way a character fishes.
- **Fishing Techniques (NEW).** Much like class features or spells, these techniques temporarily modify the way a character will fish.

FOLKS (RACES)

IO Publishing has updated certain terminology to reflect and prepare what we are working on for future books and custom-made systems. Feel free to use the following list to reference what has been used in the past for other 5e systems.

- **Races > Folk**
- **Racial Traits > Folklore**
- **Subraces > Kin**

RACCLING (FOLK)

Mischievous racclings originate from the Faewunder - a veil between realms where nature is the lifeblood. Racclings are curious by nature, always wandering the world to discover new lands, learn new skills, and create new stories to tell to their kin, all while obtaining interesting trinkets - illicitly gained or otherwise - to aid in their tale.

FOLKLORE

As a raccling, you have the following Folklore.

- **Ability Score Increase.** Increase one Ability Score by 2, and increase a different one by 1.
- **Age.** Racclings reach adulthood at 8 years old, and can live up to 60-70 years.
- **Size.** Your size is Small or Medium.
- **Speed.** Your base Walk Speed is 30 ft.
- **Language.** You can speak, read, and write Common and Raccish.
- **Kin (Subrace).** You can pick Lotorite, Tanookins, or Embertail as your Kin.

As a raccling, you have the following unique traits.

DARKVISION (60 FT.)

Raccling Trait

You can see in Dim Light within 60 ft. of you as if it were Bright Light, and in darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

KEEN SMELL

Raccling Trait

Racclings have Advantage on Wisdom (Perception) Checks that rely on smell.

LOTORITE (RACCLING KIN)

Lotorite racclings are culinary adventurers, seeking new tastes and flavors for their sturdy palette. Eating with reckless abandon over many lifetimes has allowed the lotorite raccling to develop an iron gut for nefarious food difficult for most to stomach. Because their desire for new foods has historically landed them in danger, they are well-practiced in quick escapes and can flee sticky situations more efficiently than most of their Raccling kin.

IRON GUT

Lotorite (Raccling) Trait

Lotorite racclings are known for their large appetites, and can consume anything and everything.

You gain Advantage on Saving Throws against being Poisoned.

STRONG GRIP

Lotorite (Raccling) Trait

You have a Climb Speed equal to your Movement Speed.

RACCLING ROLL

Lotorite (Raccling) Trait

(Bonus Action - At Will). You can take the Disengage or Hide Action. In addition, your Movement Speed increases by 5 FT. while you Disengage.

GM's Notes: Faewunder is a realm of existence that veils over the world, or the prime plane, which is the source of magic that is infused in our natural being. Faes and many beast-like humanoids has ancestry from Faewunder, that now live normal lives in the prime plane.

Tanookin (Raccling Kin)

These mythical racclings are said to have been the first kin of their kind from the Faewunder, and seem to retain a link to their magical origin. Tanookins are more attuned to nature, with an understanding that all living beings flow with the currents of time. These racclings seem more connected with their Faewunder roots than most others, physically and spiritually maintaining their affinity to nature. Gifted with the ability to transform into a statue, some tanookin shamans petrify themselves, allowing life to pass by, believing that their petrification will cease once they are needed again.

Racc Pouch

Tanookin (Raccling) Trait

More adept to living off the land, tanookin racclings are built for life amongst nature. They have a natural pouch on their bodies, historically used to transport foraged food.

You have a pouch that can hold 1 cubic FT./30 LBS. of gear.

Statue Form

Tanookin (Raccling) Trait

Sometimes viewed as a gift from the Faewunder, tanookin racclings are able to petrify themselves into a stone statue. To some, this is a handy defensive measure. To others, it's a spiritual connection to their magical origin.

(Action - 1/Long Rest). You can transform into a statue form of your choice, as long as it is Small size. Until you revert, you gain the following.

- +4 bonus to AC.
- Advantage on Strength and Constitution Saving Throws.
- Resistance to all damage.
- Immunity to Charmed, Exhaustion, Frightened, Paralysis, Petrification, and Poisoned.
- You are transformed into stone, along with any nonmagical object you are wearing or carrying.
- Your weight increases by a factor of ten
- You cease aging.
- You do not require breathing, eating, drinking, or sleep while in this form.
- Your Speed is 0 and can't increase.
- You automatically fail Dexterity Saving Throws.
- You can't take Reactions.

The only Action you can take is an Action to revert back to your normal form.

If you are killed in this form, you shatter into a pile of rubble. If you remain in statue form for more than 7 days, you may stay petrified with an inability to revert back to your normal form - up to the GM's discretion.

Embertail (Raccling Kin)

Embertails are one of the most ancient raccling folk from the Faewunder. Over the many generations, Embertail Racclings have gained a mastery of fire through their connection to nature. When wildfires spark across their forested homes, they use their abilities to control and direct the blaze that would otherwise burn out of control. Because of their fiery attunement, they have learned to weaponize flames for their own protection.

Firestarter

Embertail (Raccling) Trait

You gain the following abilities:

- **(Action - At Will).** You know the Control Flame Cantrip.
- **(Action - 1/Long Rest).** When you reach 3rd Level, you can cast the 1st Level Spell: Burning Hands.
- **(Action - 1/Long Rest).** When you reach 5th Level, you can cast the 2nd Level Spell: Flaming Sphere.
- Charisma is your Spellcasting Ability for these spells.
- If you have Spell Slots, you can expend the appropriate slot to cast these spells.

Fire Affinity

Embertail (Raccling) Trait

When you roll Fire Damage for a spell you cast, you can reroll any roll of 1 on the Fire Damage dice, but you must use the new roll, even if it is another 1.

Cavis (Folk)

Cavis resemble sizable rodents, with a bean-shaped torso, floppy ears, and a head and neck of nearly the same thickness as their upper body. Compared to the rest of their form, their arms and legs are relatively short, which makes their two-legged stride a bit clumsy, but it allows them to run quite adeptly on all fours. Cavis have silky fur coats that come in various colors and patterns, from solid tones to marbled patterns and everything in between. Most cavis fur is short and fine, but some have long, luxurious coats, while others have fur tufted into untamable cowlicks.

Folklore

As a cavis, you have the following Folklore.

- **Ability Score Increase.** Increase one Ability Score by 2, and increase a different one by 1.
- **Age.** Cavis reach adulthood at 15 years old and can live up to 120-140 years.
- **Size.** Your size is Small or Medium.
- **Speed.** Your base Walk Speed is 30 ft.
- **Language.** You can speak, read, and write Common and Cavi.
- **Kin (Subrace).** You can pick Capya, Tundrafoot, or Starborn as your Kin.

As a cavis, you have the following unique traits.

Darkvision (60 ft.)

Cavis Trait

You can see in Dim Light within 60 ft. of you as if it were Bright Light, and in darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

Gnaw

Cavis Trait

Cavis have powerful incisors that are strong enough to pierce through rigid materials.

Your Unarmed Strikes deal 1d4 + your Strength Modifier in Piercing Damage when using your incisors. You may also use your incisors to gnaw through fibrous plants or soft wood at a rate of 1 ft. per minute.

Scurry and Scamper

Cavis Trait

You may add an extra 10 ft. to your Movement Speed by running on all fours. Your hands are considered to be full when moving in this way, and you may not start this Movement if your hands are already full.

Animal Affinity

Cavis Trait

You are able to communicate simple concepts to Small sized or Tiny sized Beasts. They understand the meaning of your words, though you possess no particular ability to understand their speech.

Gift of the Spirits

Cavis Trait

Cavis have a subtle awareness of the minor spirits of the world, whether they be fae, little godlings, or some other power.

(Special - 1/Long Rest). You may make a small offering or prayer to the spirits. They may respond with a blessing no greater than a single Cantrip, or a minorly helpful action easily mistaken as a simple coincidence. Some examples include:

- Cause you to stumble across a small, useful, non-magical item
- Offer a single use of Guidance on your next Skill Check, whatever it may be.
- Subtly draw attention to something hidden or unnoticed.
- The GM has the final say on what response is received, or how useful it is.

Capya (Cavis Kin)

Capya are slightly larger than their other kin, with short, wiry fur and a more pronounced, square-shaped head. They have a solid build and are considered stocky and stalwart even amongst other cavis, which also aids in their buoyancy in the water. Highly adapted to a semi-aquatic life, the capya's webbed extremities allow them to move swiftly through water currents just as easily as on dry land. Because of these highly developed aquatic traits, their communities tend to congregate around the rivers and lakes of mountainous regions. Though these settlements can be somewhat remote, the capya are laid-back and pleasant people who tend to get along well with the masses. They welcome newcomers quickly, are eager to lend their help, and happily share their characteristic warmth with anyone they meet.

Semi-Aquatic

Capya (Cavis) Trait

You have a Swim Speed equal to your Movement Speed and can hold your breath for up to 30 minutes.

Strong Swimmers

Capya (Cavis) Trait

You may carry another creature that is the same Size category as you or smaller, without impeding your Swim Speed.

Communal Ingenuity

Capya (Cavis) Trait

(Reaction - Proficiency Bonus/Long Rest). When a non-hostile creature within 5 ft. of you makes a d20 Check, you may spend your Reaction to add a d4 to their result. You must do this before you know the result of the roll.

Tundrafoot (Cavis Kin)

Tundrafoots are hardy and durable people, capable of withstanding much colder temperatures than other cavis. These cavis originate from the coldest reaches, and have adapted over the generations to be right at home in the frost. Because of this, their coats grow long and thick all over their stout bodies, meant to protect them from harsh wintry weather.

These cavis tend to be wary of strangers, though not completely closed off. The unforgiving nature of their ancestral homes has conditioned Tundrafoot communities to be tight-knit and cautious, emphasizing looking out for their own before all else. Those considered family to a Tundrafoot will have their loyalty for a lifetime.

Thick Fur

Tundrafoot (Cavis) Trait

You are Resistant to Cold Damage, and have Advantage on Saving Throws resulting from the effects of extreme cold.

Rugged Survivalists

Tundrafoot (Cavis) Trait

You are proficient in your choice of either Wisdom (Survival) or Intelligence (Nature).

Snow Sight

Tundrafoot (Cavis) Trait

Your vision is unimpeded by blizzards or other wintry conditions.

Starborn (Cavis Kin)

All cavis have a minor awareness of spirits, but some are uniquely touched with an innate sensitivity to the cosmos and spiritual energies. Starborn cavis look to the stars above for guidance and allow the magical energy of the night sky to flow throughout their being.

These ethereal individuals have a telltale fur pattern that sets them apart from other cavis and connects them with the magics coursing through their being. Most have darker fur patterns, frequently shades of gray to black, with a shimmering blue or purple sheen. However, dotted on this silky coat is the bright mark of a constellation, standing out like a tapestry of the night sky that the starborn revere. It is said that these marks are of the ancestor that watches over each individual starborn cavis, and is the source of these unique magical gifts.

Attuned with the Stars

Starborn (Cavis) Trait

(Special - 1/Dawn). Each day at dawn, roll a d20 and keep the result. At any point before the next dawn, you may replace the roll of a creature you can see with your kept result. You must choose to do this before you know the result of that creature's roll.

Natural Esoterica

Starborn (Cavis) Trait

You know one of the following Cantrips: Druidcraft, Thaumaturgy, or Spare the Dying.

Star Sense

Starborn (Cavis) Trait

You are proficient with Navigator's Tools, and can navigate by the stars even when the sky is overcast.

Groakii (Folk)

Wide-eyed, bright in both spirit and colors and naturally lively, the groakii are humanoid amphibians resembling upright frogs. They are small in stature and relatively lithe, though they possess powerful legs capable of leaping incredible distances. Due to their amphibious nature, most groakii tend to have a natural sheen to their skin, which can appear slightly moist when viewed in the light. They will often appear with very natural colorations that blend well with their environment, varying from shades of forest green or muted brown. However, the arboreal groak'ar kin are noted for their brilliant color variance and more patterned skin tones. Their sizable round eyes come in various striking hues, allowing them to see clearly even in the cover of night.

Like other amphibians, freshly hatched groakii will begin their lives as tadpoles. Groakii communities maintain nursery pools where the young are hatched and cared for. They will spend the first 5 years of their lives in these pools as they slowly mature into humanoid form. Once their legs develop substantial strength and coordination, groakii enter their adolescent years, learning different trades and the ways of life on land.

The groakii are an industrious and innovative people, with kin both in the waters and the trees. No matter where the groakii settle, they are quick to make advancements in their technology to aid in their way of life, though never at the expense of the nature around them.

Folklore

As a groakii, you have the following Folklore.

- **Ability Score Increase.** Increase one Ability Score by 2, and increase a different one by 1.
- **Age.** Groakii tend to live about 40-50 years, reaching maturity by age 10.
- **Size.** Your size is Small or Medium.
- **Speed.** Your base Walk Speed is 30 ft.
- **Languages.** You can speak, read, and write Common and Groakii.
- **Kin (Subrace).** You can pick Groak'Ar or Groak'Ma as your Kin.

As a groakii, you have the following unique traits.

Darkvision (60 ft.)

Groakii Trait

The groakii have large, bulbous eyes that allow them to see even the darkest areas under the forest canopy, even during the dead of night.

You can see in Dim Light within 60 ft. of you as if it were Bright Light, and in darkness as if it were Dim Light. You can't discern color in darkness, only shades of gray.

Bounding Jump

Groakii Trait

The groakii have powerful legs that allow them to travel a long distance with a single jump.

Whenever you make a long jump, you may add an additional bonus equal to half of your Strength Score to the distance jumped. Whenever you make a high jump, you may add an additional bonus equal to half of your Strength Modifier to the distance jumped. You do not need to move 10 ft. before making a long jump or a high jump.

Amphibious

Groakii Trait

The groakii's permeable skin is capable of absorbing oxygen even underwater.

You can breathe air and water.

Prehensile Tongue

Groakii Trait

The groakii have a sticky, extendable tongue that they can shoot out instantly, and is strong enough to grasp and retrieve small objects.

- **(Bonus Action - At Will).** You can extend your tongue up to 15 ft. and are able to grasp or retrieve an object no heavier than 5 lbs. In addition, this ability may be used to make a Grapple Check at Advantage on Tiny sized creatures.

Groak'Ar (Groakii Kin)

The arboreal groak'ar spend much of their lives in the trees and have developed physical traits that make them capable of such a lifestyle. The groak'ar possess a webbed flap of skin between their arms and torsos, allowing them to leap and glide between the treetops. They also have a wide-toed foot that gives them excellent grip and mobility within the trees, making the chances of a misstep in the canopy's branches quite slim. The groak'ar tend to be the most colorful kin of the groakii, with intricate patterns splayed down their entire bodies. From afar, they can appear as beautiful multicolored flowers dotting the treeline.

Groak'Ar communities create sprawling platform cities that spread themselves across the forest canopies, uniquely suited to their ability to glide from one tree to the next. These settlements are often wind-powered, capturing the energy stored within the gusts that course through the branches. Treetop gardens are a common sight in these areas, as well as aerial ponds where the young are hatched and raised. Not only are groak'ar communities beautiful, they are also practical and innovative, with bountiful vegetable patches to supply their food stores and unique structures where large grubs, caterpillars, and other staples of the Groakii diet are raised.

Tree Climbers

Groak'Ar (Groakii) Trait

The groak'ar are just as comfortable in the treetops as they are on the ground.

You have a Climb Speed equal to your Walk Speed.

Spider Climb

Groak'Ar (Groakii) Trait

(Action - 1/Long Rest). You can cast the spell Spider Climb with this trait. You can also cast these spells using any Spell Slots you have. Intelligence, Wisdom, or Charisma is your Spellcasting Ability for these spells when you cast them with this trait (choose when you select this Kin).

Gliding

Groak'Ar (Groakii) Trait

The Groak'Ar have a webbed flap of skin between their arms and torso, allowing for limited flight.

You can glide a number of feet equal to your Movement Speed. This counts as Movement on your turn. For every 10 FT. traveled, you descend 5 FT. Gliding ends when your feet descend upon a solid surface. Light Armor has no effect on gliding. Medium armor weighs you down, increasing the rate of descent to 10 FT. You cannot glide in Heavy Armor.

Groak'Ma (Groakii Kin)

Agile swimmers and masters of the water, the groak'ma hail from various wetlands and spend most of their time partially submerged. Their coloration is usually shades of green and brown depending on the waters they grew in, but some develop a blue hue as they mature. The groak'ma's powerful rear legs allow them to leap incredible distances and easily navigate and swim through the thick marshes they call home. The groak'ma's wide feet have thick webbing, making them perfectly adapted to any type of water they might need to traverse. In all, they are physically built and honed for their environments, perfectly comfortable in the aquatic cities that are custom-built for their capabilities.

The groak'ma live within highly advanced fishing villages that have harnessed the might of the waterways to power their settlements. These hydro-powered aquatic communities typically sit half above the water's surface, with the other half being permanently submerged. The groak'ma have developed a growing technological society that lives in concordance with the wetlands and waterways they inhabit. Suites of turning water wheels, dams, and carefully structured flumes empower all manner of automated mechanisms throughout their aquatic cities.

With fish being their primary diet, the groak'ma developed several underwater methods of catching and raising fish to have a sustainable food source for their entire civilization. Some areas may incorporate specialized nets for wild-caught meals, while others raise fish as livestock as a replenishable source of food.

Strong Swimmers

Groak'Ma (Groakii) Trait

You have a Swim Speed equal to your Walk Speed.

At Home in the Swamps

Groak'Ma (Groakii) Trait

You are used to the muddy terrain of swamps, and suffer no penalties from Difficult Terrain due to mud or water.

Powerful Leapers

Groak'Ma (Groakii) Trait

Even amongst other groakii, the groak'ma have particularly muscular legs that allow them unparalleled jumping ability.

The distance of your long jumps and high jumps increases by an additional 5 FT. and no longer provoke Opportunity Attacks. Additionally, you ignore up to 10 FT. of Fall Damage when leaping from high places.

Lottle

Lottle are amphibious beings that view the world as a source of constant wonder and brilliant new experiences. Though they sometimes struggle to wander too far from sources of fresh water, they are nevertheless eager to see everything there is to see. Some adventure out of a simple love of exploration, while others find a thrill in researching and categorizing the things they find on their travels. Every lottle eventually finds themselves saddled with an inherent need for change and discovery, but the strength of that need, and the sorts of change that satisfy it vary wildly between individuals.

Lottle begin their lives as tadpoles, bound to the water. Over time, they grow larger and develop legs, usually ending up around 3 to 5 ft. in height, but they retain the aquatic features of their youth. They also maintain a certain resilience and healing properties that allow them to remain energetic and reckless long into adulthood. Given that some individuals can live to be as old as 300 years, even the most elderly of lottle will often surprise outsiders with their vitality.

Lottle are typically more "long" than they are tall, with rather squat limbs at either end of their flexible, tubular body. Their coloration can vary across regions, influenced by equal parts genetics and the nature of their birth waters. Most are light, warm colors, particularly pinks and oranges, but cool-colored individuals can also be found here and there. Their most prominent feature is their frilly gills, which frame their faces in vivid pinks and reds, evoking equal parts furry ears, branching horns, and a most unusual hairstyle.

The lottle who aren't drawn to globetrotting generally settle down near rivers and lakes, developing small communities in the far reaches of the world where they can raise their children and serve as much-needed rest stops for travelers of all persuasions. They rarely build anything larger than a small town or fishing village, but they focus on developing unique comforts and resources that will interest their distant kin and convince them to stop by. Lottle are also masters of aquaculture, with a great many methods of breeding fish and rotating aquatic crops to sustain themselves throughout the year. Many of these techniques have been passed between their settlements for generations.

Folklore

As a lottle, you have the following Folklore.

- **Ability Score Increase.** Increase one ability score by 2, and increase a different one by 1.
- **Age.** Lottle reach physical maturity slightly faster than humans but take slightly longer before they are considered adults within their culture. This is partially a safety measure, as they'll be traveling the world soon, and partially a matter of tempering their natural explorer's spirit with a few extra years of caution and expertise. The average lottle leaves home at around the age of 25, and will live to be around 150 years old. However, their natural regeneration may cause them to far outlast this supposed limit, as individuals as old as 300 have been recorded, and the vast majority of lottle die from misadventure rather than natural causes.
- **Size.** Your size is Small or Medium.
- **Speed.** Your base Walk Speed is 30 ft., and you have a Swim Speed of 30 ft.
- **Languages.** You can speak, read, and write Common and Lottlan.
- **Kin (Subrace).** You can pick Hapigo or Brackilottle as your Kin.

As a lottle, you have the following unique traits.

Rapid Regeneration

Lottle Trait - 1/Long Rest

Wounds heal quicker on a lottle than they do on most others.

When you spend one or more Hit Dice to regain Hit Points, you may add an extra die to the roll. The size of this die is determined by the largest Hit Die spent.

Life and Limb

Lottle Trait

The lottle's unique regenerative abilities are capable of even the most astounding recoveries.

With the proper nutrition and rest, you regrow lost limbs and other extremities over the course of 1d4 weeks.

Amphibious

Lottle Trait

You can breathe air and water.

Magical Discovery

Lottle Trait

You know one Cantrip of your choice from the Bard spell lists. Charisma is your Spellcasting Ability for it.

Hapigo Lottle (Lottle Kin)

The archetypal example of lottle-kind, the hapigo dwell on the fringes of the known world, providing rest and provisions to strangers whenever they're not traveling. These individuals can be frequently seen trying their hand at any new craft they stumble upon in their travels, likely trying to find exactly what path suits them best. Many hapigo are drawn to trades that seem to help the greater population, such as various forms of medicine, inventing helpful innovations, or just gathering food for those who are hungry. They're happiest when helping others, be it through camaraderie in combat or something as simple as a kind word.

The hapigo are what most immediately picture when thinking of lottles, with their fluffy gills and lighthearted demeanor. Their round faces and relatively small, yet sparkling eyes carry an innocence that is difficult to ignore.

Emotional Support

Hapigo (Lottle) Trait

You gain the following abilities:

- **(Action - At Will).** You can cast the Guidance Cantrip when making Charisma based Skill Checks.
- **(Action - 1/Long Rest).** You can cast the 1st Level Spell: Heroism.
- **(Action - 1/Long Rest).** When you reach 5th Level, you can cast the 2nd Level Spell: Calm Emotions.
- Charisma is your Spellcasting Ability for these spells.
- If you have Spell Slots, you can expend the appropriate slot to cast these spells.

Strong of Heart

Hapigo (Lottle) Trait

Despite their appearance, the hapigo are eager to show their bravery in the face of adversity.

You have Advantage on Saving Throws against being Charmed or Frightened.

Silent Swimmer

Hapigo (Lottle) Trait

The hapigo's flexible body allows them to move silently through the water.

You have Advantage on Stealth Checks while swimming.

Brackilottle (Lottle Kin)

Typical lottle don't react well to life in salt water, but the brackilottle have found a way to make it work. Living primarily around saltwater marshes, coastal ponds, and the mouths of rivers, they've developed a thicker skin than their freshwater cousins, both physically and metaphorically. The brackilottle is a hardy kin, and can come off a bit more prickly than other lottles. Their rougher complexion tends to come in shades of brownish green, a byproduct of their exposure to a more briny environment. Even to the touch, the skin of a brackilottle seems much more calloused, weathered by the harsher world around them.

Life on the sea hardens a lottle. Despite their appearance and less warm demeanor, their love for travel and adventure is not dimmed. However, their outlook is tempered by a wisdom brought about by generations of hard work and rough living.

Salt-Cured

Bracki (Lottle) Trait

Choose one Ability Score. You have Proficiency in Saving Throws using the chosen ability.

Weather the Storm

Bracki (Lottle) Trait

The brackilottle's ancestors have faced storms beyond compare, passing those experiences on to their descendants.

You have resistance to Thunder Damage, and you have Advantage on Saving Throws against being Deafened.

Strong Swimmer

Bracki (Lottle) Trait

Brackilottles are conditioned to swim through even the roughest of waters.

(Bonus Action - At Will). You can take the Dash or Disengage Action on each of your turns while swimming.

SUBCLASSES

There are 12 subclasses in this book, 1 for each of the main classes in 5e. Our format for class features have a unique look, allowing you to digest information with a glance.

Class features that use the Action economy will display what kind of Action at the front of the entry, followed by a dash, and then how often the feature can be used, before stating the condition to regain those uses. Some uses are defined by specific bonuses or modifiers a character has. If a class feature is based on Proficiency Bonuses, it will state that before defining how to regain those uses.

Some Class features will express that there is a special condition that must be met before using the feature - written out as "Special". This is typically alongside other Actions, such as Opportunity Attacks. The special condition will be defined in the class feature's description.

- **Example:** A feature starting with (Action - 2/Long Rest) means an Action must be taken to use the class feature - and it can only be used twice before requiring the completion of a Long Rest to be used again.
- **Example:** A feature starting with (Bonus Action - Proficiency Bonus/Dawn) means a Bonus Action must be taken to use the class feature - and it can only be used a number of times equal to the character's Proficiency Bonus before requiring the character to wait until the next dawn before using this feature again.
- **Example:** A feature starting with (Special - 1/Any Rest) will explain in the description how to use the feature. You can also regain the use of this class feature by completing a Short or Long Rest.

Fighter – Battle Angler

The open sea is the angler's arena, as the fish they hook at the end of their line can be cemented in history as legends. This kind of heart and style is the foundation of the Battle Angler, who takes their fight with their fish to the enemies on the battleground.

BATTLE ANGLER FEATURES

FIGHTER LEVEL	FEATURE
3rd	Rigged Weapon, Catch & Release, Tug
7th	Overcast
10th	Hook, Line, and Sinker
15th	Tournament Tug
18th	Fish Fear Me

Rigged Weapon — Level 3

Fighter (Battle Angler) Feature

(Special - 1/Any Rest). You are able to convert a melee weapon of your choice into a rigged weapon.

- After spending 1 hour working with the weapon, your weapon gains the Reach property, adding 5 FT. to your reach when you attack with it and determining your reach for Opportunity Attacks (to a maximum of 10 FT.).
- If a creature other than you attempts to use this weapon, it breaks, becoming unusable until you fix it with this class feature, restoring it to before it was broken.

Catch & Release — Level 3

Fighter (Battle Angler) Feature

When you successfully hit a creature with an attack made with your Rigged Weapon you can push or pull the target up to your Rigged Weapon's reach.

Tug — Level 3

Fighter (Battle Angler) Feature

(Special - Proficiency Bonus/Long Rest). When you push or pull a Large size or smaller creature with your Catch & Release class feature, you can also knock the creature Prone.

Overcast — Level 7

Fighter (Battle Angler) Feature

Whenever you use an Action Surge, you double the reach of your Rigged Weapon until the end of your round, and your next Attack Roll is made at Advantage.

Hook, Line, and Sinker — Level 10

Fighter (Battle Angler) Feature

Your hooked foe can be as deadly as any weapon.

When you use your Catch & Release class feature, you can pull or push creatures into another creature. If you do so and use your Tug class feature, both creatures are knocked Prone if they are Large size or smaller, and both take Bludgeoning Damage equal to your weapon's Ability Score Modifier.

Tournament Tug — Level 15

Fighter (Battle Angler) Feature

Your angler techniques not only can land big fish but big foes as well.

You are no longer limited by creature size when you use your Tug or Hook, Line, and Sinker class features.

Fish Fear Me — Level 18

Fighter (Battle Angler) Trait

Fish and foes fear you alike.

(Special - 1/Any Rest). Whenever you make a successful attack with your Rigged Weapon, you can choose to have a creature make a Wisdom Saving Throw (DC 18).

- ***On Failure:*** The target is Paralyzed until the end of their next round.

Barbarian – Path of the Maelstrom

Some Barbarians are born from the tempest, their fury being that of the ocean. When a Barbarian who walks the Path of the Maelstrom rages, the currents gather around them, allowing them to move as swiftly as the sea and washing away any who would stand in their way.

Maelstrom tribes are at home on tumultuous shores or the high seas, where they may unleash their thunderous fury as guardians of nature or as members of fearsome crews.

PATH OF THE MAELSTROM FEATURES

Barbarian Level	Feature
3rd	Tidal Vortex
6th	Cyclone Strike, Volitions (1 Option)
10th	Heart of the Currents, Cyclone Strike (2d6), Volitions (2 Options)
14th	Lightning Dash, Cyclone Strike (3d6), Volitions (3 Options)

Subclass DC (Barbarian)

8 + your Proficiency Bonus + your Constitution Modifier.

Tidal Vortex — Level 3

Barbarian (Path of the Maelstrom) Feature

Your fury manifests as the ocean.

When you enter your Rage, you may choose one of the following effects:

- **Whirlpool.** All other creatures of your choice that are Large size or smaller within 10 FT. of you must succeed on a Strength Saving Throw (**Subclass DC**).
  - ***On Failure:*** The target is pulled up to 10 FT. toward you.
- **High Tide.** All other creatures Large size or smaller within 10 FT. of you must succeed on a Strength Saving Throw (**Subclass DC**).
  - ***On Failure:*** The target is pushed up to 10 FT. away from you.

Cyclone Strike — Level 6

Barbarian (Path of the Maelstrom) Feature

Your combat prowess is that of a tempest. You become a hurricane of blades, lashing out at everything around you.

(Action - At Will). Each creature other than you within melee range of you must make a Dexterity Saving Throw (**Subclass DC**).

- ***On Failure:*** The target takes 1d6 plus your Rage Damage of the weapon's damage type.

At higher levels, the Cyclone Strike increases in damage.

- At 10th level, the damage of Cyclone Strike increases to 2d6, and the weapon's range increases by 5 FT.
- At 14th level, the damage of Cyclone Strike increases to 3d6, and the weapon's range increases further by 5 FT. to a total of an additional 10 FT.

Volitions — Level 6

Barbarian (Path of the Maelstrom) Feature

You are as unpredictable as the crashing waves.

- You learn a Volition of your choice, which you can use to modify your Tidal Vortex.
- You can only apply one Volition to your Tidal Vortex.
- You learn an additional Volition of your choice at 10th and 14th level.
- Each time you learn a new Volition, you can also replace one Volition you know with a different one.

The Volitions are presented here in alphabetical order.

- **Bounty of the Seas.** Creatures of your choice in your Tidal Vortex area are granted a number of Temporary Hit Points equal to your Rage Damage.
- **Breaking Waves.** Creatures in your Tidal Vortex area are dealt Force Damage equal to your Rage Damage.
- **Coral Crash.** Creatures that fail their Strength Saving Throw against Tidal Vortex have Disadvantage on all attacks until the end of your next turn.
- **Flooded Shore.** Your Tidal Vortex area becomes Difficult Terrain for 1 Minute. You can move normally through this area.
- **Overflowing Torrent.** Creatures that fail their Strength Saving Throw against Tidal Vortex are knocked Prone.
- **Overwhelming Force.** Your Tidal Vortex ignores all size restrictions.
- **Rising Ocean.** Your Tidal Vortex area increases by 5 ft. This does not increase the distance creatures are pushed or pulled within the Tidal Vortex. You may choose this option multiple times.
- **Swirling Spout.** A creature of your choice that fails their Strength Saving Throw against Tidal Vortex becomes Restrained until the end of your next turn.

Heart of the Currents — Level 10

Barbarian (Path of the Maelstrom) Feature

You move as the sea itself.

While Raging, your Speed cannot be reduced, and you can't be Paralyzed or Restrained. Being underwater imposes no penalties on your Movement or attacks.

Lightning Dash — Level 14

Barbarian (Path of the Maelstrom) Feature

Your tempestuous rage allows your very body to become as lightning.

(Bonus Action - At Will). While Raging, you may use a Bonus Action to move 15 ft. in a line, ignoring any Movement restrictions.

- Each creature in the line takes an amount of Lightning Damage equal to your Rage Damage.

Bard – College of Fisher's Tradition

The College of Fisher's Tradition is the school of Bards who spin tales of their accomplishments, ancestral traditions, and stories of their adventures in the wild blue yonder - and stretch them beyond the constraints of reality. With their magical skill, College of Fisher's Tradition Bards can weave tales that inspire and empower their allies, conjure magical creatures from their adventures in angling, and cast unique spells that aid them in angling and adventure alike.

College of Fisher's Tradition Features

Bard Level	Feature
3rd	Bonus Proficiencies, Bonus Cantrips, Bonus Spells, Spellcasting Focus, Fisher's Tales
6th	Conjured Tale
14th	Master of Tradition

Bonus Proficiencies — Level 3

Bard (College of Fisher's Tradition) Feature

- You gain Proficiency in Deception.

Bonus Cantrips — Level 3

Bard (College of Fisher's Tradition) Feature

You learn the Tall Tale Cantrip. This Cantrip doesn't count against your number of Cantrips known.

Bonus Spells — Level 3

Bard (College of Fisher's Tradition) Feature

You learn the Magic Whistle and Fable's Folly spells. These spells don't count against your number of spells known.

Spellcasting Focus — Level 3

Bard (College of Fisher's Tradition) Feature

You may use any part of Fishing Tackle (such as a fishing pole) as a spellcasting focus instead of a musical instrument.

Fisher's Tales — Level 3

Bard (College of Fisher's Tradition) Feature

(Bonus Action - Expends Bardic Inspiration). You tell one of the tales [*see Fisher's Tale table*] sharing it with yourself or an ally you can see within 30 ft. After the tale is spoken, it grants them its magical effect for 1 Minute.

- You can tell only one of these tales at a time. Telling another tale immediately ends the effect of the previous tale told.

FISHER'S TALE

FISHER'S TALE	EFFECT
Tale of the Whopper	For the next minute, the target creature gains a Weapon Proficiency with a single melee or ranged weapon of your choice if the target were not already proficient. The target can also wield this weapon as though it had the Finesse property.
Tale of the Slippery Devil	For the next minute, the target creature's Walk Speed is increased by 5 FT. and does not provoke Opportunity Attacks when moving out of a hostile creature's reach.
Tale of the Neverending Reel	For the next minute, each time the target creature takes damage from a creature that strikes them with an Attack Roll, the target may subtract their Proficiency Bonus from the damage taken.
Tale of the Genius Angler	Select a willing creature (which can be yourself) and a separate creature that you can see within 30 FT. of you. For the next minute, the target creatures have Disadvantage on Attack Rolls made against each other.
Tale of the Lakeside Camping	For the next minute, the conscious target creature recovers Hit Points at the start of each of their turns equal to your Charisma Modifier (minimum of 1).
Tale of the Dark Waters	For the next minute, when the target creature is subjected to an effect that allows them to make a Saving Throw to take only half damage, they instead take no damage if they succeed on the Saving Throw, and only half damage if they fail. Once this happens, the tale's effect ends.
Tale of the Broken Line	For the next minute, the willing target creature goes on a rampage, gaining Advantage on Attack Rolls during their turn, but Attack Rolls against them have Advantage as well.
Tale of the Amphibians	The willing target creature is transformed into a Giant Toad [*SRD 5.1*], as if by casting the Polymorph spell. The duration of the spell, when cast in this manner, becomes 1 Minute. The Proficiency Bonus of the Giant Toad equals their Proficiency Bonus.
Tale of the Dredger	For the next minute, as a Bonus Action, you can conjure a piece of junk and throw it at a creature within 30 FT. of you, cursing them with misfortune. On the target creature's next Attack Roll or Saving Throw (their choice), they must roll 1d8 and subtract the number rolled from the Attack Roll or Saving Throw.
Tale of the Water's Gleam	For the next minute, the target creature gains 2d8 + your Charisma Modifier in Temporary Hit Points as magical waters wrap around and shield them. While these Temporary Hit Points remain, the target creature also gains a +1 to their AC.

CONJURED TALE — LEVEL 6

Bard (College of Fisher's Tradition) Feature

Your magical prowess allows you to bring your tale to life.

(Bonus Action - Proficiency Bonus/Long Rest). You can imagine a Medium size or smaller fish you have encountered or heard about in your lifetime and conjure a spectral version of this fish within 30 FT. of yourself.

On your subsequent turns, as a Bonus Action, you can move this fish up to 30 FT. in any direction and have it take one of the following Actions:

- **Help.** Your spectral fish grants the Help Action to a willing creature within 5 FT. of it.
- **Tale Whip.** You can make a Melee Spell Attack against a creature within 5 FT. of the spectral fish. On a hit, the target is struck and takes Force Damage equal to 1d8 + your Charisma Modifier

This spectral fish lasts for 1 Minute or until you are knocked Unconscious.

Master of Tradition — Level 14

Bard (College of Fisher's Tradition) Feature

Your mastery of storytelling has created powerful manifestations from your tales.

- When telling Fisher's Tales, you may tell up to 2 of these tales at a time. Telling another tale beyond these 2 immediately ends the effect of the first tale told, replacing it with the new tale.
- The movement range of your Conjured Tale increases from 30 FT. to 60 FT.

Cleric – Deep Waters Domain

Some deities dwell not in the heavens, but in the deep, dark recesses of the world, where life is absent but for a few resilient, incomprehensible beings. Some clerics draw their power from such deities, pledging their lives to the unfathomable powers of the ocean, vowing to become one with the eternal ebb and flow of the tides, protecting the deep seas and the many secrets contained therein.

DEEP WATERS DOMAIN FEATURES

CLERIC LEVEL	FEATURE
1st	Domain Spells, Bonus Proficiencies, Barnacle Barrier, Communion of the Drowned
2nd	Grip of the Fathomless (Channel Divinity)
6th	Thalassic Soul
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Harbinger of Drowning

DEEP WATERS DOMAIN SPELLS

CLERIC LEVEL	FEATURE
1st	Create or Destroy Water, Bane
3rd	Blindness/Deafness, Hold Person
5th	Water Walk, Water Breathing
7th	Control Water, Greater Invisibility
9th	Wall of Force, Antilife Shell

Communion of the Drowned — Level 1

Cleric (Deep Waters Domain) Optional Rule

Deep Waters Clerics derive their powers from surrendering themselves to the seas. To do this, they must engage in a ritualistic drowning. When you level up, you must fully submerge yourself in the ocean for no less than a minute in order to unlock your class features.

Bonus Proficiencies — Level 1

Cleric (Deep Waters Domain) Feature

You gain Proficiency with Heavy armor.

Barnacle Barrier — Level 1

Cleric (Deep Waters Domain) Feature

(Action - Proficiency Bonus/Long Rest). You call upon the deep to manifest a shield of barnacles over your skin, which grants you Temporary Hit Points equal to twice your Cleric level.

Grip of the Fathomless — Level 2

Cleric (Deep Waters Domain) Feature

(Action - Expends Channel Divinity). You present your holy symbol, and a crushing aura falls on a point you can see within 60 FT. The aura has a 20 FT. radius and it lasts for 1 Minute or until you are Incapacitated or die.

- Creatures of your choice within the aura are under extreme pressure and can only move at half Speed. If the creature is underwater, they take 1d4 Force Damage if they start their turn inside the aura.
- When a creature enters the aura for the first time on a turn or starts their turn there, they must make a Constitution Saving Throw (**Cleric Spellcasting DC**).
  - ***On Failure:*** The target may only take an Action or a Bonus Action during their turn.
- On each of your turns after you use this feature, you can use an Action to move the aura 30 FT. in any direction.

Thalassic Soul — Level 6

Cleric (Deep Waters Domain) Feature

Your connection with the seas grants you special abilities.

- You gain Resistance to Cold Damage.
- You gain a Swim Speed equal to your Walk Speed, you can breathe underwater, and being underwater imposes no penalties on your Attack Rolls.

Divine Strike — Level 8

Cleric (Deep Waters Domain) Feature

You gain the ability to infuse your weapon strikes with divine energy.

(Special - 1/Turn). Once on each of your turns when you hit a creature with a Weapon Attack, as part of your attack, you can cause the attack to deal an extra 1d8 Cold Damage to the target.

- When you reach 14th level, the extra damage increases to 2d8.

Harbinger of Drowning — Level 17

Cleric (Deep Waters Domain) Feature

You can bring the despair of the deepest trenches to your enemies.

(Action - Proficiency Bonus/Long Rest). You choose a creature within 60 FT. of you that you can see and cause them to make a Constitution Saving Throw (**Cleric Spellcasting DC**).

- ***On Failure:*** The target takes 4d8 Force Damage and is considered Grappled for 1 Minute. While Grappled in this way, the target is also considered Restrained, Blinded, and unable to breathe as they become engulfed in a torrent of water. The target can repeat the Saving Throw at the end of each of their turns, ending the effect on themselves on a success.
- ***On Success:*** The target takes half as much damage and suffers no further effect.

Druid – Circle of the Tides

These druids are free spirits, going where their whims take them while bringing their love of change. Though often appearing as little more as jovial explorers, they carry a sacred purpose: The protection of the world's waterways. When confronted with those that might threaten the natural order, pollute their waters, or lead the world towards stagnation, they have no trouble bringing the weight of the very oceans down upon the heads of their foes.

CIRCLE OF THE TIDES FEATURES

Druid Level	Feature
2nd	Aquatic Forms, Circle Spells
6th	Ebb and Flow, Improved Aquatic Forms, One With The Sea
10th	Riptide, Shoal Survivor
14th	The Sea Is With Me

Aquatic Forms — Level 2

Druid (Circle of the Tides) Feature

Your attunement with the waters has enhanced your beastly shapes.

- You gain access to Wild Shape forms with a Swim Speed. You may choose a Beast with a challenge rating as high as 1 if its Walk Speed is half of its Swim Speed or less.
- For any other Beasts, you gain a Swim Speed equal to its Walk Speed. While you are in Wild Shape, you are able to hold your breath for a number of hours equal to half your Proficiency Bonus.

Circle Spells — Level 2

Druid (Circle of the Tides) Feature

From the crash of waves and the rumble of storm clouds, you channel the energy of the sea, granting you access to new spells.

- You learn the Waterspout Cantrip and can cast it as a Bonus Action.
- At 2nd, 3rd, 5th, 7th, 9th, and 11th Level you gain access to the spells listed for that level in the Circle of the Tides Spells Table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the Druid spell list, the spell is nonetheless a Druid spell for you.

CIRCLE OF THE TIDES SPELLS

Druid Level	Spells
2nd	Waterspout
3rd	Invisibility, Misty Step
5th	Call Lightning, Water Breathing, Raging Torrent
7th	Control Water, Phantasmal Flood
9th	Downpour
11th	Chain Lightning

Ebb and Flow — Level 6

Druid (Circle of the Tides) Feature

The tides have a rhythm known only to you, but you've learned to share a fraction of its power.

- Target creatures damaged or moved by your spells must make a Strength Saving Throw (**Druid Spellcasting DC**).
  - ***On Failure:*** The target is pushed or pulled 10 FT.
- Targets made to crash into one another receive an additional 1d8 Bludgeoning Damage.
- Target creatures healed or moved by your spells can be moved 10 FT. in any direction.

Improved Aquatic Forms — Level 6

Druid (Circle of the Tides) Feature

You can transform into beasts with a Challenge Rating as high as your Druid level divided by 3, rounded down, so long as their Walk Speed is half or less than their Swim Speed.

One With The Sea — Level 6

Druid (Circle of the Tides) Feature

You have immersed yourself in the world's waters for so long that you breathe them like air.

You gain a Swim Speed equal to your Walk Speed and you can breathe underwater.

Riptide — Level 10

Druid (Circle of the Tides) Feature

Even when forced ashore, you bring the terrifying uncertainty of the seas with you.

(Action - Expends Wild Shape). You can expend a use of your Wild Shape feature to convert a 30 FT. radius circle of ground adjacent to you into a swirling vortex drawing everything towards a point of your choice within the affected space. This effect lasts for 10 Minutes, or until dismissed.

- If the chosen area already has at least 1 in. of water covering it, this water becomes impossibly deep. Creatures entering the area for the first time or ending their turn in it must make a Strength (Athletics) Check (**Druid Spellcasting DC**) in order to swim against the current.
  - ***On Failure:*** The target is drawn 10 FT. towards the chosen focal point, or downwards 10 FT. if already there or blocked from reaching it.
  - Creatures submerged in the area when this effect ends is expelled completely back up to the surface.
- If the chosen area is dry ground, it will instead become a sodden variant of itself, such as mud or quicksand. The area is considered Difficult Terrain, and anyone entering the area for the first time or ending their turn there must make a Strength Saving Throw (**Druid Spellcasting DC**)
  - ***On Failure:*** The target is knocked Prone and pulled 5 FT. towards the chosen focal point.

Shoal Survivor — Level 10

Druid (Circle of the Tides) Feature

- When you use your Wild Shape to assume an aquatic form, it can instead be a swarm of Tiny size fish in the shape of the chosen creature.
- You gain Resistance to Bludgeoning, Piercing, and Slashing Damage, and can squeeze into any space large enough to accommodate a Tiny creature.
- Even if the chosen form typically has a Walk Speed, this swarm cannot move outside the water.

The Sea Is With Me — Level 14

Druid (Circle of the Tides) Feature

All the world is one great sea, and you've learned to tap into that truth.

- You perpetually behave as if you are underwater and are able to use your Swim Speed as a Fly Speed, even in Wild Shape.
- Your Riptide always operates as if used on the water, and can instead be used to create a 30 FT. radius sphere in the air. Anyone you choose within 10 FT. of you can ignore the effects of Riptide.

Monk – Way of the Octopus

Through observing octopuses and connecting to the primal power of the high seas, skilled seafaring brawlers developed a unique fighting style all their own. Soon, a limber combat style was born by training arms and legs to function like swift tentacles snapping through the water.

Following the Way of the Octopus, you are a swift martialist whose bones and muscles contort to your will and can make quick, whip-like attacks at a moment's notice. Those who master this fighting style are known to have unwavering control of their form, capable of escaping the narrowest of openings before anyone is any the wiser.

WAY OF THE OCTOPUS FEATURES

MONK LEVEL	FEATURE
3rd	Bonus Proficiencies, Swim Speed, Counterstrike, Stranglehold
6th	Extra Opportunity Attack, Flexible Form
11th	Octostrike
17th	Octopus Master, Condition Immunities

Bonus Proficiencies — Level 3

Monk (Way of the Octopus) Feature

- You gain Proficiency in Strength (Athletics).
- You gain Proficiency in Dexterity (Acrobatics).

Swim Speed — Level 3

Monk (Way of the Octopus) Feature

You gain a Swim Speed equal to your Walk Speed.

Counterstrike — Level 3

Monk (Way of the Octopus) Feature

When someone successfully strikes, you are able to immediately return the favor.

- After taking damage from a creature within 5 FT. of you, as a Reaction, you can spend 1 Ki point to make an Unarmed Strike against the triggering creature.
- Immediately after using this feature, you may move up to 15 FT. in any direction without provoking Opportunity Attacks from the creature targeted by Counterstrike for the rest of the turn.

Stranglehold — Level 3

Monk (Way of the Octopus) Feature

Your observance of octopuses has allowed you to mimic their grappling ability.

(Bonus Action - Expends 1 Ki Point). While you are actively Grappling a creature, you can spend 1 Ki point to immediately wrap yourself around a creature that is no more than one size larger than you, locking them in place with your flexible limbs and forcing the creature to become Restrained.

- If the target successfully ends the Grappled condition, they end the Restrained condition as well.
- You cannot take any Actions while using this trait.

Extra Opportunity Attack — Level 6

Monk (Way of the Octopus) Feature

(Special - 1/Round). When making an Opportunity Attack, you do not expend a Reaction.

Flexible Form — Level 6

Monk (Way of the Octopus) Feature

Your fighting style further emulates the octopus.

(Special - Expends 1 Ki Point). When making an Opportunity Attack you can expend 1 Ki point to make two Unarmed Strikes against the triggering creature in place of the Opportunity Attack.

- You gain complete control over the contour of your body and can now squeeze through a space as narrow as half of your size at your full Walk Speed, provided you are not wearing armor.

Octostrike — Level 11

Monk (Way of the Octopus) Feature

When you fight, it's as if you strike with more limbs than you have.

(Special - Expends 1 Ki Point). When you spend a Ki point to use Flurry of Blows, you make 3 Unarmed Strikes as a Bonus Action instead of 2. After all 3 Unarmed Strikes are made, you can spend Ki points to apply an effect depending on how many of these attacks miss.

- If you miss none of your Flurry of Blows attacks this turn, you may spend a Ki point to immediately deal damage equivalent to a roll of the Martial Arts die. If one of your Flurry of Blows was a Critical Hit, this damage is also considered a Critical Hit.
- If you miss at least 1 of your Flurry of Blows attacks this turn, you may spend a Ki point to have the target make a Dexterity Saving Throw (**Monk DC**).
  - ***On Failure:*** The target takes damage equivalent to a roll of your Martial Arts die, and is Blinded or Deafened until the start of your next turn.
- If you miss at least 2 of your Flurry of Blows attacks this turn, you may spend 2 Ki points to immediately use Stunning Strike, Patient Defense, or Step of the Wind. If you successfully inflict Stunning Strike, you also deal damage equal to a roll of your Martial Arts die. If you use Patient Defense or Step of the Wind, you gain Temporary Hit Points equal to a roll of your Martial Arts die.

Octopus Master — Level 17

Monk (Way of the Octopus) Feature

You have gained mastery over your body's limber form.

While utilizing Stranglehold, you may take Actions while using that trait.

Condition Immunities — Level 17

Monk (Way of the Octopus) Feature

You are immune to the Stunned and Restrained conditions.

Paladin – Oath of the Admiral

The Oath of the Admiral calls upon those with the will to serve their peers and the authority to command them, who uphold duty above all else and have the force of character to be resolute where others would falter. Paladins that swear this oath are usually part of a robust military structure, having risen through its ranks to prove themselves as unwavering commanders.

Tenets of the Admiral

Discipline. The authority of your will rules your mind and body, and you expect the same of those in your charge.

Duty. You are responsible for serving others, and that task is sacred to you.

No one left behind. Your unit is an extension of your being, and you will never abandon any of your soldiers.

The Admiral goes down with the Fleet. You are the final bulwark. You will ensure the safety of those in your charge, but you will never surrender.

Oath of the Admiral Features

Paladin Level	Feature
3rd	Oath Spells, Bonus Proficiencies, Forceful Bellow, Press the Attack
7th	Aura of Loyalty (10 ft.)
15th	Divine Lieutenant
18th	Aura of Loyalty (30 ft.)
20th	Radiant Broadside

Oath of the Admiral Spells

Paladin Level	Feature
3rd	Command, Guiding Bolt
7th	Silence, Zone of Truth
9th	Slow, Fear
13th	Compulsion, Faithful Hound
17th	Dominate Person, Telepathic Bond

Bonus Proficiencies — Level 3

Paladin (Oath of the Admiral) Feature

- You gain Proficiency in Vehicles (Water).
- You gain Proficiency in Tools (Navigator's Tools).

Forceful Bellow — Level 3

Paladin (Oath of the Admiral) Feature

(Action - Expends Channel Divinity). You let out a commanding war cry. Choose a number of creatures equal to your Charisma Modifier (minimum of 1) within 30 FT. of you to make a Wisdom Saving Throw (**Paladin Spellcasting DC**).

- ***On Failure:*** The target takes 3d6 Psychic Damage and must immediately use their Reaction, if available, to move as far as their Speed allows away from you. A creature doesn't move into obviously dangerous ground, such as a fire or a pit.
- ***On Success:*** The target takes half as much damage and doesn't have to move away. A Deafened creature automatically succeeds on the Saving Throw.

Press the Attack — Level 3

Paladin (Oath of the Admiral) Feature

You command your soldiers to exploit an enemy's weakness.

(Reaction - Expends Channel Divinity). After a willing creature within 60 FT. of you takes the Attack Action, you may expend your Reaction to allow them to make one additional Weapon Attack, adding your Charisma Modifier (minimum of 1) to their Attack Roll.

Aura of Loyalty — Level 7

Paladin (Oath of the Admiral) Feature

Your presence in battle empowers your allies.

(Special - 1/Turn). Creatures of your choice within 10 FT. of you add Radiant Damage equal to your Charisma Modifier (minimum of 1) to Damage Rolls made with a Weapon Attack. Targets cannot benefit from multiple Auras of Loyalty.

- Bonus damage can only be applied once per turn.
- At 18th Level, the range of Aura of Loyalty increases to 30 FT., and the damage increases to double your Charisma Modifier.

Divine Lieutenant — Level 15

Paladin (Oath of the Admiral) Feature

You can bestow your commanding authority to your comrades-in-arms.

(Action - 1/Long Rest). You may choose a willing creature within 60 FT. of you to designate as your Divine Lieutenant for 10 Minutes, granting them the following benefits:

- The creature gains an Aura of Loyalty with effects equal to yours. Their radius is half of your own aura.
- The creature benefits from your Aura of Loyalty, even if they are not within the aura's radius.
- You can activate your Channel Divinity as though you were in the Divine Lieutenant's space, but you must use your own senses.

Radiant Broadside — Level 20

Paladin (Oath of the Admiral) Feature

You can gain command of a divine arsenal.

(Action - 1 /Long Rest). You direct holy artillery to fire on a point within 60 FT. of you that you can see. Each creature in a 15 FT. radius sphere centered on that point must make a Dexterity Saving Throw
(**Paladin Spellcasting DC**).

- ***On Failure:*** The target takes 8d6 Radiant Damage.
- ***On Success:*** The target takes half much damage.
- For 1 Minute from using this feature, or until your Concentration ends (as if you were Concentrating on a spell), you can use your Action to fire the holy artillery again.

Ranger – Leviathan Hunter

There are those who fish the depths, and those who hunt them. Leviathan Hunters are individuals who have taken upon themselves the grim work of ridding the world of sea monsters, be it out of some personal grudge, a tempting bounty, or a simple desire to make the world a safer place. When they've chosen their quarry, they pursue it with a single-minded determination akin to madness. Some fear the prospect of traveling with such a companion, as a simple quest or fishing trip can rapidly spiral into something far more dangerous if something catches the Hunter's ire.

LEVIATHAN HUNTER FEATURES

RANGER LEVEL	FEATURE
3rd	To Sail Forbidden Seas, Bonus Proficiencies, Favored Terrain, The Iron Way, Hunter's Approach
7th	White Whale
11th	Tormented Chase, To The Last
15th	Improved Hunter's Mark, Wisdom That Is Woe

To Sail Forbidden Seas — Level 3

Ranger (Leviathan Hunter) Feature

You set your sights upon the horizon, where you know your prey waits for you.

When you use the Dash Action, you have a Swim Speed equal to your Walk Speed.

Bonus Proficiencies — Level 3

Ranger (Leviathan Hunter) Feature

- You gain Proficiency in Vehicles (Water).
- You gain Proficiency in Tools (Navigator's Tools)

Favored Terrain — Level 3

Ranger (Leviathan Hunter) Feature

You gain the Coast as a Favored Terrain.

The Iron Way — Level 3

Ranger (Leviathan Hunter) Feature

You are adept at singling out your target in times of chaos, be it a pitched battle or a raging storm.

You learn the spell Hunter's Mark and this spell does not expend a Spell Slot when cast at 1st Level.

Hunter's Approach — Level 3

Ranger (Leviathan Hunter) Feature

You adopt a specific approach when fighting against your mark.

You are able to permanently modify your Hunter's Mark, by choosing one of the following additions when you acquire this feature:

- **From Hell's Heart.** When fighting a creature under the effects of your Hunter's Mark that is at least two size categories larger than yourself, you may make a Grapple Check against it. If successful, the creature is not Grappled, but you are considered to be climbing on the creature and gain the following effects:
  - You have Advantage on attacks against them, and they have Disadvantage on attacks against you.
  - You may move to any space occupied by the creature without ending the Grapple.
  - When the creature moves, you move with the creature.
  - If the creature successfully escapes your Grapple, you fall Prone in a space adjacent to the creature.
- **Strike The Sun.** When you successfully hit a creature under the effects of your Hunter's Mark with a Ranged Weapon Attack, you gain +1 AC to their attacks against you.
  - This effect can stack up to 3 times.
  - If the marked creature successfully hits you, this bonus is lost.
- **Hearts of Mountains.** When a creature under the effects of your Hunter's Mark successfully hits you, you may use a Reaction to make an Opportunity Attack against the triggering creature.

White Whale — Level 7

Ranger (Leviathan Hunter) Feature

When casting Hunter's Mark on a target, choose one of the following options. You can choose a different option whenever you cast Hunter's Mark.

- You have Advantage on Concentration Checks with your Hunter's Mark.
- You cannot become Frightened or Charmed by the target.
- You gain +1 to Attack and Damage Rolls against the target.
- You are always aware of your target's location while they are within the casting range of Hunter's Mark, as if you had Truesight.
- Your target cannot make Opportunity Attacks against you.

Tormented Chase — Level 11

Ranger (Leviathan Hunter) Feature

When your own demons are laid to rest, you specialize in seeking out the ones that torment others.

- You may use a 3rd Level Spell Slot or higher in order to cast Hunter's Mark on a creature you have familiar knowledge about and gain understanding of their general location.

Increased Hunter's Mark Damage — Level 11

Ranger (Leviathan Hunter) Feature

- Your Hunter's Mark now deals an extra 2d6 damage to the target whenever you hit it with a weapon attack.

To The Last — Level 11

Ranger (Leviathan Hunter) Feature

You attempt to turn the tides against your foe with an assertion of dominance.

(Bonus Action - Proficiency Bonus/Long Rest). When you hit a creature affected by your Hunter's Mark with an attack, you may use a Bonus Action to overwhelm your foe through a primal scream or intense stare. They must make a Wisdom Saving Throw (**Ranger Spellcasting DC**).

- ***On Failure:*** The target is Restrained. A creature can repeat the Saving Throw at the end of each of their turns, ending the effect on themselves on a success.

Hunter's Mark Mastery — Level 15

Ranger (Leviathan Hunter) Feature

- When you cast Hunter's Mark on a target, you may choose a second option from your White Whale class feature.
- When you cast Hunter's Mark, you may also mark an additional creature within range.

Wisdom That Is Woe — Level 15

Ranger (Leviathan Hunter) Feature

Word of your deeds has spread, and the reach of your weapons makes even the beasts of the deep quake in fear.

(Special - Wisdom Modifier/Long Rest). When a creature is affected by Hunter's Mark, you may choose to have the target make a Wisdom Saving Throw (**Ranger Spellcasting DC**).

- ***On Failure:*** The target becomes Frightened of you for 1 Minute. A creature can repeat the Saving Throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's Saving Throw is successful or the effect ends for them, the creature is immune to being Frightened again in this way for the next 24 hours.

Rogue – Poacher

For glory or profit, a poacher's way of life is marked by cunning and bloodshed. Avid hunters that often skirt the line of legality in chasing their prey, poachers are versed in the creation of deadly devices that help them carry out their craft swiftly and far away from the prying eyes of enemies and authorities alike.

POACHER FEATURES

Rogue Level	Feature
3rd	Bonus Proficiencies, Trap Maker, Trap Specialist (2 choices)
9th	Relentless Tracker, Trap Specialist (3 choices), Innate Spellcasting
13th	Bullseye, Trap Specialist (4 choices)
17th	Behemoth Slayer, Trap Specialist (5 choices)

Subclass DC (Rogue)

8 + Your Proficiency Bonus + Your Intelligence Modifier.

Bonus Proficiencies — Level 3

Rogue (Poacher) Feature

- You gain Proficiency in Wisdom (Survival).
- You gain Proficiency in Intelligence (Nature).

Weapon Proficiency — Level 3

Rogue (Poacher) Optional Rule

You gain Proficiency in Firearms, if they are present in your game setting.

Trap Maker — Level 3

Rogue (Poacher) Feature

You gain the ability to craft and deploy cunning traps to overcome your prey.

- As an Action, you create and place a device in an unoccupied space on a horizontal surface within 5 FT. of you.
- The device is an object. It has an AC of 15 and a number of Hit Points equal to five times your Rogue level. It is immune to Poison Damage and Psychic Damage. If it is forced to make an Ability Check or a Saving Throw, treat all its Ability Scores as 10(+0).
- When you create the device, you decide which type it is [*see Trap Maker table*], choosing from the options on the Trap Maker table. If you hide your device, a creature must succeed on a Wisdom (Perception) or Intelligence (Investigation) Check against your Subclass DC.

Variable Trap DC — Level 3

Rogue (Poacher) Optional Rule

You may choose to roll to set your trap's DC instead of taking the default.

- When you place a trap, roll an Intelligence Check against your Trap Maker DC.
- For every 5 points above your default DC, the DC for that trap increases by 1.
- For every 5 points below your default DC, the DC for that trap is reduced by 1.

TRAP MAKER

DEVICE	DESCRIPTION
Snare	You place and disguise a proximity trap that occupies a 15 FT. radius area. Creatures that enter this area must make a Dexterity Saving Throw (**Subclass DC**). ***On Failure:*** A creature takes an amount of Bludgeoning, Piercing, or Slashing (your choice when you create the Snare) Damage equal to 1d6 plus your Sneak Attack Damage.
Sentry	You place a Small size sentry device that can fire projectiles at your enemies. For the next 10 Minutes, as a Bonus Action, you may command one of your placed sentries to shoot at a target within 60 FT. The device adds your Proficiency Bonus and Intelligence Modifier to its Attack Roll and deals 1d6 Bludgeoning or Piercing (your choice when you create the Sentry) Damage on a hit.
Sensor	You place a Small size device that allows you to scout a location remotely. For the next hour, while you are within 1 mile of it, you may use a Bonus Action to see through it. The Sensor can see up to 120 FT. in any direction.

Trap Specialist — Level 3

Rogue (Poacher) Feature

- You can also choose ways to enhance one or more of your devices. You can learn two Trap Specialist options of your choice [*See Trap Specialist Options Tables*].
- You gain an additional Trap Specialist option of your choice when you reach certain levels in this class: 9th, 13th, and 17th.

Relentless Tracker — Level 9

Rogue (Poacher) Feature

Your tracking capabilities are unparalleled.

When you roll an Ability Check to track a creature, you can treat a d20 roll of 9 or lower as a 10.

Innate Spellcasting — Level 9

Rogue (Poacher) Feature

(Bonus Action - Proficiency Bonus/Long Rest). You gain the ability to cast the Hunter's Mark spell.

TRAP SPECIALIST OPTIONS (SENSOR)

OPTION	EFFECT
Communication Device	Your Sensor gains the ability to transmit sound. You can listen and talk through it.
Night Lenses	Your Sensor sight range increases by 120 FT. It gains Darkvision up to 120 FT.
Remote Connection	The range you can perceive through your Sensor increases by 2 miles.
Self-destruct	You gain the ability to destroy your Sensor remotely. It explodes in a fiery blast. Creatures within 15 FT. of it must make a Dexterity Saving Throw (**Subclass DC**). ***On Failure:*** The target takes 4d6 Fire Damage ***On Success:*** The target takes half as much damage.

TRAP SPECIALIST OPTIONS (SENTRY)

OPTION	EFFECT
Big Game Hunter	When your Sentry targets a Large size or larger creature, it makes its Attack Rolls at Advantage.
Deafening Blast	Instead of firing a shot, you may command your Sentry to make a loud mechanical blast. Creatures within 20 FT. of it must make a Constitution Saving Throw (**Subclass DC**). ***On Failure:*** The target is Deafened until the end of your next turn.
Elemental Ammunition	When you create a Sentry, you can choose its damage type between Fire, Cold, Lightning, or Acid, in addition to its default types.
Viper Projectile	When your Sentry hits a creature with an attack, they must make a Constitution Saving Throw (**Subclass DC**). ***On Failure:*** The target takes an additional 1d6 Poison Damage and become Poisoned for 1 Hour.

TRAP SPECIALIST OPTIONS (SNARE)

OPTION	EFFECT
Adhesive Hinderance	When your Snare is triggered, it creates an area of Difficult Terrain equal to its radius.
Chomper	Your Snare deals an additional 1d6 points of its damage type.
Leg Clamp	A creature that fails their Dexterity Saving Throw against your Snare becomes Grappled by it. A Grappled creature may use their Action to roll a Strength (Athletics) Check against your Subclass DC.
Wide Net	Your Snare's affected radius increases by 10 FT.

Bullseye — Level 13

Rogue (Poacher) Feature

Your hunting accuracy allows you to strike your enemies' most vulnerable spots.

When you hit a creature with a Ranged Weapon Attack who cannot see you, your Sneak Attack Damage against that creature increases by 2d6.

Behemoth Slayer — Level 17

Rogue (Poacher) Feature

You have learned to study and combat even the most fearsome beasts.

If you spend at least an hour studying a creature or observing them, you learn their Actions, Traits, Lair, and Legendary Actions, if they have any. When you study a creature this way, you can roll Saving Throws against their Lair Actions at Advantage.

Sorcerer – Merfolk Bloodline

Dating back to the earliest days of seafaring, the siren call of merfolk across the ships of sailors brought together the earliest known Sorcerers of the Merfolk Bloodline. Inheriting the melodic magical voices of their merfolk ancestors, these Sorcerers are said to hold a powerful bond with spells requiring vocal components - often casting their spells with beautiful, dulcet tones. Calling upon spells both aquatic and melodic, the Merfolk Bloodline has been known use their musical magic to protect themselves and their loved ones, charm their way into the minds of others, and call their enemies in closer to seal their doom.

MERFOLK BLOODLINE FEATURES

SORCERER LEVEL	FEATURE
1st	Bonus Cantrips, Bonus Spells
3rd	Merfolk Metamagic
6th	Siren's Shield, Siren's Song, Condition Immunities
11th	Melodic Echos
18th	Song of Doom

Bonus Cantrips — Level 1

Sorcerer (Merfolk Bloodline) Feature

You learn the Harmony Cantrip. This Cantrip doesn't count against your number of Cantrips known.

In addition, you may replace the vocal components of any spell with a song or a melody that you can perform.

Bonus Spells — Level 1

Sorcerer (Merfolk Bloodline) Feature

You learn additional spells when you reach certain levels in this class [*See Merfolk Spells Table*].

Each of these spells counts as a Sorcerer spell for you, but it doesn't count against the number of Sorcerer spells you know.

MERFOLK SPELLS

Sorcerer Level	Spells
1st	Healing Word, Sleep, Surge
3rd	Moonbeam, Silence
5th	Geyser, Mass Healing Word
7th	Control Water, Polymorph
9th	Conjure Elemental, Geas

Merfolk Metamagic — Level 3

Sorcerer (Merfolk Bloodline) Feature

In addition to the Metamagic options you gain, you may also choose from the following Metamagic options as a Merfolk Bloodline Sorcerer.

- **Shrieking Magic.** When you cast a spell that requires a verbal component and requires a Damage Roll to be made, you may expend 1 Sorcery point to add your Spellcasting Modifier to the damage dealt.
- **Melodic Magic.** When you cast a spell that requires a verbal component and would restore Hit Points to a creature, you may expend 1 Sorcery point to reroll any number of those dice once, taking the higher of the two options.

Siren's Shield — Level 6

Sorcerer (Merfolk Bloodline) Feature

When you cast spells, you are surrounded by the magical manifestation of your song or melody.

When you cast any spell of 1st Level or higher that requires a vocal component, you gain a number of Temporary Hit Points equal to the level of the spell cast, plus your Charisma Modifier. These Temporary Hit Points last until depleted or whenever you complete a Long Rest, whichever happens first.

Siren's Song — Level 6

Sorcerer (Merfolk Bloodline) Feature

Your voice becomes an enhanced magical focus that cannot be silenced by normal means.

Your voice is immune to magical effects that would alter, silence, or block sound (such as the Silence spell), and if within such an effect, your voice can be heard as though you were speaking normally.

Condition Immunities — Level 6

Sorcerer (Merfolk Bloodline) Feature

You are immune to the Charmed condition.

Melodic Echos — Level 11

Sorcerer (Merfolk Bloodline) Feature

Your sing a charming melody, wrapping unsuspecting creatures in your ethereal song.

(Action - Proficiency Bonus/Long Rest). You may target one creature you can see within 30 ft.

- The creature must make a Charisma Saving Throw (**Sorcerer Spellcasting DC**).
  - ***On Failure:*** The target is Charmed for 1 Minute, and you can read their thoughts, learning what is most on their mind at that moment. In addition, you gain understanding of their reasoning (if any), their emotional state, and something that looms large in their mind (such as something they worry over, love, or hate).
  - ***On Success:*** Nothing happens, and the target is immune to this feature for 24 hours.
- The target is unaware that you attempted to probe into their thoughts but does recognize and can easily remember your voice in their mind.
- Creatures immune to the Charmed condition are immune to this ability.

Song of Doom — Level 18

Sorcerer (Merfolk Bloodline) Feature

You tap into your latent merfolk bloodline and sing a dreadful mourning song, calling your foes to their doom.

(Action - Proficiency Bonus/Long Rest). You may target any creature of your choice you can see within 30 FT. The creature must make a Charisma Saving Throw (**Sorcerer Spellcasting DC**).

- ***On Failure:*** The target takes 2d10 Psychic Damage, becomes Charmed, and must immediately use their Reaction (if available) to move as close as they can to you. During their next turn, the Charmed creature regards you as a friendly acquaintance. This effect lasts until the end of their next turn.
- ***On Success:*** The target takes half damage and is not subject to the other effects of this feature.

Warlock – The Dream Whale

You have entered a pact with an eternally dreaming whale of the deep seas that has dreamed for countless ages and may dream for countless more. Within the endless Dream, this dream is so powerful it has become a world unto its own: a sea that spans an infinite realm of sleep, connecting to those whose minds are strong enough to reach it.

Warlocks who chose this Patron have somehow accessed The Dream, bringing them into contact with this ancient, sleeping being. These connections often happen at sea or upon the shoreline, beginning with fleeting visions, then lucid dreaming in a prismatic sea the night after.

DREAM WHALE FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Dreaming Waters, Fade into Dreaming
6th	Damage Resistance, Condition Advantage, Daydream Lullaby, Dream Ward
10th	Dream Conduit
14th	The Shore of Dreams, Dreaming Waters Mastery

Expanded Spell List — Level 1

Warlock (Dream Whale) Feature

The Dream Whale lets you choose from an expanded list of spells when you learn a Warlock spell [*See Dream Whale Spells Table*].

DREAM WHALE SPELLS

Spell Level	Spells
1st	Create or Destroy Water, Sleep
2nd	Detect Thoughts, Calm Emotions
3rd	Blink (instead of the ethereal, you walk through The Dream), Water Walk
4th	Confusion, Control Water
5th	Telepathic Bond, Modify Memory

Dreaming Waters — Level 1

Warlock (Dream Whale) Feature

Your patron's power manifests outside the Dream as a flowing band of seawater that coils around your body like a swirling, watery serpent.

- **(Action - At Will).** You conjure a swirling, watery serpent that shares the same space as you. You can only have one Dreaming Waters conjured at a time. After 1 Minute, or when you take an Action to do so, the Dreaming Waters is dismissed, and any effect that it has granted ends.
- **(Bonus Action - At Will).** You may move your conjured Dreaming Waters onto a willing creature within 60 FT.
  - While targeted by Dreaming Waters, if they are targeted by a spell that would call for a mental Saving Throw, (Intelligence, Wisdom, or Charisma), and fail that Save, you may spend your Reaction to roll your own Charisma Saving Throw against that effect.
  - The Dreaming Waters returns to you if you become separated by more than 100 FT.

Fade into Dreaming — Level 1

Warlock (Dream Whale) Feature

(Action - Proficiency Bonus/Long Rest). You can cast the Sanctuary spell upon the creature targeted by Dreaming Waters. This does not consume a Spell Slot or require material components.

Daydream Lullaby — Level 6

Warlock (Dream Whale) Feature

(Action - Charisma Modifier/Long Rest). You may choose a single creature you can see within 30 FT. of your Dreaming Waters. If the targeted creature is unwilling, they must make an Intelligence Saving Throw (**Warlock Spellcasting DC**).

- ***On Failure:*** The target has Disadvantage on attacks and Ability Checks, and must make Concentration Checks (**DC 10**) in order to cast spells for 1 Minute or until the Dreaming Waters is dismissed. Additionally, any Charm effects currently active on the creature ends. A creature can repeat the Saving Throw at the end of each of their turns, ending the effect on themselves on a success. If a creature's Saving Throw is successful or the effect ends for them, the creature is immune to this effect for 24 hours.

Damage Resistance — Level 6

Warlock (Dream Whale) Feature

You gain Resistance to Psychic Damage.

Condition Advantage — Level 6

Warlock (Dream Whale) Feature

You gain Advantage on Saving Throws against Charm and Fear effects.

Dream Ward — Level 6

Warlock (Dream Whale) Feature

Your mind becomes tempered by your patron's dream network.

(Special - Proficiency Bonus/Long Rest). You can grant the following to a creature targeted by your Dreaming Waters. This feature can only be used once during your turn.

- The target gains Resistance to Psychic Damage.
- The target gains Advantage on Saving Throws against Charm and Fear effects.

Dream Conduit — Level 10

Warlock (Dream Whale) Feature

When you cast a spell, you may choose to have the spell originate from either yourself, or your Dreaming Waters. Additionally, the range at which you can shift your Dreaming Waters onto another creature increases to 120 ft., and the maximum range it can be separated from you increases to 150 ft.

The Shore of Dreams — Level 14

Warlock (Dream Whale) Feature

You are able to bring others into a peaceful dreamscape for a well-deserved respite.

(Special - 1/Long Rest). After casting for 1 Minute, you and up to 5 willing creatures are brought into The Dream. While within The Dream, all targets may gain the benefits of a Short Rest. At the conclusion of this rest, all targets gain the Dream Whale's blessings:

- Each target that rested in The Dream gains 3d8 Temporary Hit Points, cannot be Charmed, and see through all illusions, including invisibility. These effects last for 1 Hour.
- While targets experience this rest as lasting for 1 Hour within The Dream, only 1 Minute passes in reality.

Dreaming Waters Mastery — Level 14

Warlock (Dream Whale) Feature

When you conjure your Dreaming Waters, it can now only be dismissed by taking an Action to do so, or when you complete a Long Rest.

Wizard – School of Schools

While some arcanists devote their entire attention to the study of otherworldly forces, others turn their eye towards the great powers that exist on their very planet. By studying the graceful movement patterns of thalassic life, Wizards of the School of Schools learn to channel their arcana into powerful protective magic that replicates the tactics of creatures of the sea.

SCHOOL OF SCHOOL FEATURES

Wizard Level	Feature
2nd	Ethereal Shoal
6th	Repetitive Camouflage
10th	Slipstream Surge
14th	Pelagic Protectors

Ethereal Shoal — Level 2

Wizard (School of Schools) Feature

Your link to shoals of this plane and others have granted you helpful aquatic companions.

You gain 3 ethereal fish companions that swim harmlessly around your body.

- The fish radiate Dim Light out to 10 FT. Once during your turn, you may command the fish to hide and snuff out their light.
- **(At Will - Bonus Action).** You can move a fish up to 30 FT. to a new spot within range.
- While you are conscious, your Walk Speed increases by 5 FT., and you have Advantage on Wisdom (Perception) Checks, as your fish aid you in sensing hidden dangers.

Repetitive Camouflage — Level 6

Wizard (School of Schools) Feature

You gain the ability to confuse enemies and predators by hiding in plain sight.

(Action - Proficiency Bonus/Long Rest). You target a number of willing creatures equal to your Intelligence Modifier (minimum of 1) within 60 FT. of you that you can see.

- For the next hour, their appearance changes to an illusory visage that matches your own perfectly.
- The illusion disguises physical appearance, clothing, armor, weapons, and equipment.
- If you or any of the affected creatures are within 5 FT. of one another, attacks made against them are done so at Disadvantage.

Slipstream Surge — Level 10

Wizard (School of Schools) Feature

You may command your fish companions to help you and your allies navigate through hazards.

(Action - Proficiency Bonus/Long Rest). You can cast the following upon yourself:

- For 1 Minute, your Movement Speed increases by 10 FT., and when you move within 5 FT. of a friendly creature, they may expend their Reaction (if available) to move with you up to their Movement Speed.
- This movement does not trigger Opportunity Attacks on the creature. Additionally, while this feature is activated, creatures that start their turn within 5 FT. of you have their Speed increased by 5 FT. for that turn.

Pelagic Protectors — Level 14

Wizard (School of Schools) Feature

Your fish companions can summon others for aid.

(Action - 1/Long Rest). You may call forth a large school of fish to protect you and your companions.

- For 1 Minute, or until you lose Concentration, a 30 FT. radius sphere of fast-swimming ethereal fish appears around you.
- The sphere has a number of Hit Points equal to ten times your Wizard level.
- Whenever you or a friendly creature within the sphere take damage, the sphere takes half of it, and the damaged creature takes the other half.
- You can use your Action to restore a number of Hit Points to the barrier equal to 2d10 plus your Intelligence Modifier.
- When the sphere is reduced to 0 Hit Points, it fades away.

SPELLS

Spell List

Bard Spells

- **Cantrips (0 Level)**
  - Harmony
  - Tall Tale
- **1st Level**
  - Comfort
  - Fable's Folly
  - Magic Whistle
- **4th Level**
  - Phantasmal Flood
  - Missive
  - Sensory Deprivation

Cleric Spells

- **1st Level**
  - Comfort
- **3rd Level**
  - Raging Torrent
- **4th Level**
  - Missive
  - Phantasmal Flood
  - Sensory Deprivation
- **5th Level**
  - Downpour

Druid Spells

- **Cantrips (0 Level)**
  - Harmony
  - Tall Tale
  - Waterspout
- **1st Level**
  - Comfort
  - Fable's Folly
  - Magic Whistle
  - Surge
- **3rd Level**
  - Geyser
  - Raging Torrent
- **4th Level**
  - Phantasmal Flood
- **5th Level**
  - Downpour

Paladin Spells

- **1st Level**
  - Corrosive Smite
  - Inspiring Smite
  - Unholy Smite
- **2nd Level**
  - Marking Smite
- **3rd Level**
  - Phasing Smite
  - Raging Torrent
- **5th Level**
  - Dispelling Smite

Ranger Spells

- **Cantrips (0 Level)**
  - Tall Tale
- **1st Level**
  - Magic Whistle
  - Surge
- **3rd Level**
  - Geyser
  - Raging Torrent
- **4th Level**
  - Phantasmal Flood
- **5th Level**
  - Downpour

Sorcerer Spells

- **Cantrips (0 Level)**
  - Harmony (Merfolk)
  - Waterspout
- **1st Level**
  - Surge (Merfolk)
- **3rd Level**
  - Geyser (Merfolk)
  - Raging Torrent

Warlock Spells

- **1st Level**
  - Fable's Folly
- **3rd Level**
  - Raging Torrent
- **5th Level**
  - Downpour

Wizard Spells

- **Cantrips (0 Level)**
  - Waterspout
- **3rd Level**
  - Raging Torrent
- **4th Level**
  - Sensory Deprivation

Spell Descriptions

Comfort — Evocation – Level 1

Casting Time: 1 minute
Range: Touch
Duration: 4 hours
Components: V, S, M (a down feather)

You create a sense of deep physical comfort in a creature, providing it the benefits of a pleasant rest.

You touch a willing creature, causing them to gain Temporary Hit Points equal to 2d6 plus your Spellcasting Ability Modifier.
At Higher Levels: When you cast this spell using a Spell Slot of 2nd Level or higher, you can target one additional creature for each slot level above 1st.

Corrosive Smite — Evocation – Level 1

Casting Time: 1 bonus action
Range: Self
Duration: Concentration, up to 1 minute
Components: V

The next time you hit a creature with a Melee Weapon Attack during the spell's duration, your weapon drips with caustic energy, and the attack deals an extra 1d6 Acid Damage to the target. The target must then make a Constitution Saving Throw.
On Failure: The target suffers a -2 penalty to their AC for 1 Minute. At the end of each of their turns, the target can make another Constitution Saving Throw. On a success, the spell ends on the target.

Dispelling Smite — Abjuration – Level 5

Casting Time: 1 bonus action
Range: Self
Duration: Concentration, up to 1 minute
Components: V

The next time you hit a creature with a Melee Weapon Attack during the spell's duration, your weapon vibrates with negating magic, and the attack deals an extra 5d8 Radiant Damage to the target. Then, any spell of 5th Level or lower on the target ends. For each spell of 6th Level or higher on the target, make an Ability Check using your Spellcasting Ability. The DC equals 10 + the spell's level. On a successful Check, the spell ends.

Downpour — Conjuration – Level 5

Casting Time: 1 action
Range: Self (30 ft. radius sphere)
Components: V, S, M (a handful of rainwater)
Duration: Concentration, up to 1 minute

You summon a rain cloud that immediately begins to pelt the targeted area.

You can choose from any of the following effects when you cast this spell. As an Action on your turn, you can change the effect to a different one.

- **Blinding Rain.** Creatures of your choice entering or starting their turn within the affected area must make a Constitution Saving Throw.
  On Failure: The target is Blinded for as long as they remain within the Blinding Rain.
- **Pounding Rain.** Creatures of your choice entering or starting their turn within the affected area take Bludgeoning Damage equal to your Wisdom Modifier.
- **Soothing Rain.** At the beginning of their turn, creatures of your choice receive healing equal to your Wisdom Modifier.

Fable's Folly — Enchantment – Level 1

Casting Time: 1 bonus action
Range: 30 ft.
Components: V
Duration: Instantaneous

You spin a dangerous tale of failure and loss, manipulating the target with a morose story that leaves them disillusioned and hopeless.

The targeted creature must make a Charisma Saving Throw.

- ***On Failure:*** The next time the target makes a Damage Roll, they must roll a d6 and subtract the number rolled from the Damage Roll.

At Higher Levels: When you cast this spell using a Spell Slot of 2nd Level or higher, you can increase the damage reduction by 1d6 for each slot level above 1st.

Geyser — Evocation – Level 3

Casting Time: 1 action
Range: 120 ft. (20 ft. cube)
Components: V, S, M (a crushed seashell)
Duration: Instantaneous

You cause an explosion of boiling hot water to erupt in a 20 ft. cube from a point on the ground that you can see within range, centered on that point. Each creature in the 20 ft. cube must make a Strength Saving Throw.

- ***On Failure:*** The target takes 3d6 Fire Damage and 3d6 Bludgeoning Damage and is knocked Prone.
- ***On Success:*** The target takes half damage and is not knocked Prone.

At Higher Levels: When you cast this spell using a Spell Slot of 4th Level or higher, the Fire Damage increases by 1d6 for each slot level above 3rd.

Harmony — Enchantment – Cantrip

Casting Time: 1 action
Range: 30 ft.
Components: V S
Duration: Concentration, up to 1 round

You sing a beautiful, echoing melody that surrounds a single allied creature that can hear your voice, empowering and inspiring them.

On the targeted creature's next turn, they may add 1d4 to the next Attack Roll they make.

Inspiring Smite — Evocation – Level 1

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a Melee Weapon Attack during the spell's duration, your weapon resonates with melodious tones, and the attack deals an extra 2d6 Psychic Damage to the target. Then, choose one creature other than yourself within 60 ft. of you who can hear you. Once before the spell ends, that creature can roll a d4 and add the number rolled to one Ability Check, Attack Roll, or Saving Throw of their choice. They can roll the die before or after making the Ability Check. The spell then ends.

Magic Whistle — Enchantment – Level 1

Casting Time: 1 action
Range: Self (15 ft. radius sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You release a magically enchanted song between your lips and fingertips, creating a looping whistle of a fanciful tune that is pleasing to the ears.

You create a magical zone in a 15 ft. radius sphere, centered on you.

Whenever a creature within this sphere makes an Ability Check or Tool Check before the spell ends, that creature may add your Spellcasting Modifier to the number rolled.

Marking Smite — Evocation – Level 2

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a Melee Weapon Attack during the spell's duration, the attack deals an extra 1d8 Radiant Damage, and you mark the creature for destruction. The next time the marked creature is damaged with an attack, they take an additional 3d8 points of Radiant Damage, and then the effect then ends.

Missive — Evocation – Level 4

Casting Time: 1 action
Range: Unlimited
Components: S, M (paper and a writing implement)
Duration: 1 round

You write in divine script on a page to send a message of 100 words or less to a creature with which you are familiar. The message appears to the creature as a scroll, which vanishes when it's read. The spell enables creatures with Intelligence Scores of at least 1 to understand the meaning of your message.

You can send the missive across any distance and even to other planes of existence. If the target is on another plane, roll a d20. On a roll of 1, the missive does not arrive.

Phantasmal Flood — Illusion – Level 4

Casting Time: 1 action
Range: 30 ft. (60 ft. cube)
Components: V, S, M (a weathered stone from a riverbed or beach)
Duration: Concentration, up to 1 minute

You create an illusion of the ocean's depths in an area.

This area is considered Dim Light and smothers light from non-magical sources for as long as they remain inside. Creatures outside of the area can see into it, but not beyond it. Creatures of your choice who are caught inside the illusion when it appears must make a Wisdom Saving Throw.

- ***On Failure:*** The target believes themselves to be drowning. They become Frightened for as long as they remain within the illusion, and the area is Difficult Terrain for them.

Phasing Smite — Conjuration – Level 3

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a Melee Weapon Attack during the spell's duration, your weapon becomes ethereal, and the attack deals an extra 3d8 Force Damage to the target. Then, you may teleport up to 30 ft. to an unoccupied space that you can see.

Raging Torrent — Evocation – Level 3

Casting Time: 1 action
Range: Self (30 ft. Line)
Components: V, S
Duration: Concentration, up to 1 minute

You direct a powerful beam of water towards a target location within range.

When a creature enters the spell's area for the first time on a turn or ends their turn there, they're blasted with the barrage, and they must make a Strength Saving Throw.

- ***On Failure:*** The target takes 4d8 Bludgeoning Damage, is knocked Prone, and the torrent ends on their location.
- ***On Success:*** The target takes half as much damage and are moved to the side of the torrent of their choice.

On each of your turns after you cast this spell, you can use an Action to move the torrent up to 30 ft. in any direction.

Sensory Deprivation — Necromancy – Level 4

Casting Time: 1 action
Range: 30 ft.
Components: V
Duration: 1 minute

You can nullify a foe's senses.

Choose one creature that you can see within range to make a Constitution Saving Throw.

- ***On Failure:*** The target is Blinded, Deafened, and Silenced for the duration. At the end of each of their turns, the target can make a Constitution Saving Throw. On a success, the spell ends.

At Higher Levels: When you cast this spell using a Spell Slot of 5th Level or higher, you can target one additional creature for each slot level above 4th.

Surge — Evocation – Level 1

Casting Time: 1 action
Range: 30 ft.
Components: V S
Duration: Instantaneous

You conjure a body of water into a sharp, bludgeoned, or piercing shape of your choosing and fire it at a single target you can see within range.

Make a Ranged Spell Attack against the target. On a hit, the target takes 2d10 damage, which can be magical Piercing, Bludgeoning, or Slashing. In addition, the creature must make a Strength Saving Throw or be knocked Prone.

At Higher Levels: When you cast this spell using a Spell Slot of 2nd Level or higher, the damage increases by 1d10 for each slot level above 1st.

Tall Tale — Divination – Cantrip

Casting Time: 1 reaction
Range: 30 ft.
Components: V S
Duration: Instantaneous

You weave a long-winded tale, distracting the target with an eloquent story, which may or may not be an exaggeration of an accomplishment made by you or your ancestors.

When a creature you can see within range succeeds on an Attack Roll, you may use your Reaction to have them make a Charisma Saving Throw.

- ***On Failure:*** The target must roll a d4 and subtract the number rolled from the Attack Roll.

Unholy Smite — Necromancy – Level 1

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a Melee Weapon Attack during the spell's duration, your weapon is engulfed in blasphemous energy, and the attack deals an extra 2d6 Necrotic Damage to the target, and you regain Hit Points equal to half the amount of Necrotic Damage dealt.

At Higher Levels: When you cast this spell using a Spell Slot of 2nd Level or higher, the damage increases by 1d6 for each slot level above 1st.

Waterspout — Transmutation – Cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute

You summon a 5 ft. radius swirling vortex of water from a body of water in range that contains at least a few cubic ft. of water. When this spell is cast, or as an Action on each turn for as long as the vortex remains, you may command it to spray a jet of water at a target within 30 ft. of itself, attacking with your Spellcasting Modifier and dealing 1d8 Bludgeoning Damage on a hit.

As a Bonus Action, you may move the vortex up to 10 ft., though it will disperse immediately if you end your turn with it positioned over dry land.

Objects in the water this spell is cast on that are no more than 5 lb. may be drawn up into the vortex when it is cast.

You are only able to maintain one water spout. Casting another Waterspout ends the previous one you've created.

This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th Level (3d8), and 17th Level (4d8).

FISHING STYLES

There are many options at the angler's disposal on how to fish. Some are as simple as casting the line and waiting for it to bite, while others are a bit more complex. Multiple Techniques and Styles ensure that anyone can enjoy the art of fishing, not just the wise hunter with their years of survivability.

Fishing Styles determine the Ability Score you use when making your Fishing Checks, which involve your Survival skill. An angler proficient in Survival will automatically already know the Still Fishing Style and one other Basic Fishing Style.

An angler not proficient in Survival will only be able to use the Still Fishing Style, or make Wisdom (Survival) Checks when fishing.

There are also Advanced Fishing Styles that have more in-depth rulesets, such as fishing with bombs (Bomb Fishing) or on pairs of stilts (Stilt Fishing). Each has its benefits and complexities.

Reading Fishing Style Blocks

Name (Ability Score Modifier for Survival Check)

Fishing Style (Basic or Advanced)

Requirement: Requirement to use Style.

Flavor text.

Game mechanics on how to use Fishing Style.

Learning Basic Fishing Styles

The angler must spend 100 GP in training costs and 5 Activities dedicated towards training.

Fishing Style Proficiency

Optional Rule

All Fishing Styles are Survival Checks with different Ability Scores. However, if you wish for your fishing experience to be separated from Skill Proficiencies, you can have it so that the angler trained in a Fishing Style makes Fishing Checks as if they were proficient in Survival - even if they are not.

Fishing Style Expertise

Optional Rule

Those with Expertise in Survival will see a great benefit to their fishing ability, and higher-level fish will normally require an angler to have the Expertise to have a fighting chance against these beasts of the sea. However, if you wish for your fishing experience to be separated from skill Expertise, you can have it so that the angler can train in a Fishing Style further, allowing them to make Fishing Checks as if they had Expertise in Survival - even if they do not. To do so, the angler must train further in the Fishing Style they have already been trained in. This requires spending 1,000 gp in training costs and dedicating 10 Activities to mastering the style.

Basic Fishing Styles List

Noodling (Strength)

Fishing Style (Basic)

Noodling is the act of catching fish with your body, typically your hands or feet. Sometimes while Noodling, you must fight a fish into submission with your entire body before dragging it to shore. A GM may determine additional Checks for the Noodler, such as Strength (Athletics) to keep in control when in deeper waters or Constitution Saving Throws for the Noodler to hold their breath while the fish pulls them under. Noodling is considered a dangerous activity and must be handled with great care.

Fly Fishing (Dexterity)

Fishing Style (Basic)

Fly Fishing is a style of fishing that mimics an insect's movement. You cast in such a way as to trick fish into thinking a fly or other insect has landed on the surface of the water. It requires great precision on the angler's part to continuously cast onto the surface. A GM may determine that a failed Fly Fishing Check may not land in the water or, worse, hook a friendly angler.

Tinker Fishing (Intelligence)

Fishing Style (Basic)

Tinker Fishing isn't so much a style but an aid for catching fish using all the latest gadgets and technology. While some anglers believe all you need is a rod, some bait, and the open waters, Tinker Fishing looks more toward the outcome than the journey. Because of that, you'll often see Tinkerers with satchels full of equipment to calculate the best chances of landing a big catch. A GM may determine that a Tinker's Fishing Style is loud and cumbersome and may easily pollute an area if care isn't taken. This could lead to local fines and angered anglers.

Still Fishing (Wisdom)

Fishing Style (Basic)

Still Fishing involves you casting a line into a fishing area, typically with some bait, and waiting for the fish to bite. A simple style that requires little to no training, Still Fishing is what most anglers typically use. Because of this, a GM may determine that no additional training - whether it be fees or time - is required. Just grab your Fishing Tackle, go out to the fishing area, and just fish.

Enchanted Fishing (Charisma)

Fishing Style (Basic)

Enchanted Fishing is more supernatural than other styles, allowing you to lure the fish with your inherent magical abilities. Whether you are a Bard using an illusionary lure with Minor Illusion, or a Sorcerer attaching a glow to the end of the line with Dancing Lights, even as a magician you can take a moment to enjoy fishing. A GM may determine that other spellcasters, such as Druids or Clerics, can use their Wisdom instead of Charisma to fish with this enchanted style, or that a Wizard may use their Intelligence.

Learning Advanced Fishing Styles

Experienced anglers will come across other trained specialists who have developed styles outside the norm to help hook and catch fish. These styles take more training, involving 200 GP in training costs and 5 Activities dedicated towards training within the Environment the Advanced Fishing Style is from (See the Table: Advanced Fishing Styles by Environments).

ADVANCED FISHING STYLES BY ENVIRONMENTS

ENVIRONMENT	ADVANCE STYLES
Plains (Level 1-4)	Stilt Fishing
Forest (Level 1-4)	Vine Fishing
Urban (Level 1 -4)	Net Trawling
Coast (Level 5-10)	Surf Fishing
Mountains (Levels 5-10)	Trap Fishing
Wetlands (Levels 5-10)	Bomb Fishing
Desert (Levels 11-16)	Fracture Fishing
Underground (Levels 11-16)	Bubble Netting

No Environment Restriction

Optional Rule

If you find learning Styles in their respective environments too restricting, you can remove this restriction so that anglers can learn these anywhere.

Advanced Fishing Styles List

Bomb Fishing

Fishing Style (Advanced)

Requirement: Bomb valued at 150 GP, which is expended during fishing.

Tinkerers and engineers developed Bomb Fishing as a quick way to collect quantities of fish for a big payout. Loud, destructive, and deadly, it is an inelegant technique not often respected by anglers, and of detriment to ecosystems. This is often considered illegal in most populated areas, imposing a major fine.

- Make 5 Fishing Table Rolls.
- Any result between 46 and 75 is immediately successful on fish below Level 10, but you kill the fish you catch.
- You suffer 5 Fishing Ordeals.

Bubble Netting (Charisma)

Fishing Style (Advanced)

Requirement: Spellcaster Class.

A style of fishing developed by some clever enchanters looking to emulate non-violent arcane methods they witnessed elsewhere in the world. Bubble Netting involves specialized nets that are held open by a bubble of air at their center, within which dangles a piece of bait. When a fish passes through the netting to get at the bait, the bubble pops, simultaneously collapsing the net around the fish and alerting you that the trap has been sprung.

- You spend 1 hour setting up your Bubble Net through magic.
- You gain a bonus to rolls made on the Fishing Table and to Fishing Checks made with this net if you expend a Spell Slot to make the net. The bonus depends on the Spell Slot expended.
  - **Level 1 and Higher:** +1 Bonus.
  - **Level 3 and Higher:** +2 Bonus.
  - **Level 6 and Higher:** +3 Bonus.
- Every hour, make a Fishing Table Roll for each Bubble Net you've set up.
- If the result hooks a fish, you can make a Fishing Check using the Bubble Net within an existing Activity.
- After resolving the Fishing Encounter, you must set up the Bubble Net again.

Fracture Fishing

Fishing Style (Advanced)

Requirement: Fracturing Pistons item.

Envious of mages being the only anglers able to draw out the earth-borne creatures of the desert, engineers devised a method of their own to draw out fish from the sand and stone. Using a sizable piston, you strike the earth around fishing locations, creating a series of tubular fractures on the ground. These tears are then filled violently with pressurized air that shoots any unfortunate creatures out of the fractures and onto land. This technique is devastating for the bedrock and has led to the collapse of several fishing locations, nearby ruins, and rock formations. Fracture fishing is rarely permitted, but unscrupulous bands of anglers have been known to practice it secretly in areas hardly reached by the law. Those caught Fracture Fishing without the appropriate permits are given a major fine.

- After setting up a Fracturing Piston, you can return to it 24 hours later to roll on the Fishing Table 2d6 times. Roll a 1d20 for each fish hooked in this way.
  - **9 or Lower:** The fish is caught dead, and you suffer 1 Fishing Ordeal.
  - **10 or Higher:** The fish is caught alive.

Net Trawling (Strength)

Fishing Style (Advanced)

Requirement: Net Fishing Technique.

Net Trawlers pull deployed nets along the fishing area to help catch a fish. With this setup, you can do the following:

- You fish using a net you've deployed with the Net Fishing Technique.
- You would make a Fishing Table Roll and Fishing Check as normal.
- You have an Advantage to your Fishing Checks if one of the following applies:
  - You and a second person are pulling the net through a fishing area.
  - You have attached the net to a vehicle you're piloting (like a boat) to pull the net through the fishing area.
- Otherwise, you have a Disadvantage to your Fishing Checks.

Stilt Fishing (Dexterity)

Fishing Style (Advanced)

Requirement: Fishing Stilts item.

An ancient technique passed down by many generations of anglers on the coast. You sit upon a long vertical stilt in the waters of the coast to avoid the waves and extend the reach of your rods and reels.

- Your Fishing Table Rolls are made at an Advantage.
- After each catch, you must make a Dexterity (Acrobatics) Check equal to the Fish's DC to maintain balance on the stilt.
  - ***On Success:*** You maintain your balance.
  - ***On Failure:*** You fall into the water and suffer 3 Fishing Ordeals.

Surf Fishing (Wisdom)

Fishing Style (Advanced)

Requirement: Surf Fishing Gear item.

As a Surf Fisher, you have learned to make your tools work for you by using anchored tubes drilled into beaches to hold as many rods as you own. You need only watch your tools for signs of a bite and rush forward to reel in your catch. With Surf Fishing, you can do the following:

- You spend 1 hour setting up your Surf Fishing Gear.
- Every hour, make a Fishing Table Roll for each Surf Fishing Tackle you've set up.
- If the result hooks a fish, you can make a Fishing Check using the Surf Fishing Gear within an existing Activity.
- After resolving the Fishing Encounter, you must set up the Surf Fishing Gear again.

Trap Fishing (Intelligence)

Fishing Style (Advanced)

Requirement: Fishing Trap item.

Trap Fishing allows you to set up woven fish traps in the shallow ends of deeper waters and let the fish practically catch themselves. Trap Fishers who do not reclaim used traps are considered polluting, a crime with a minor fine in most villages and townships.

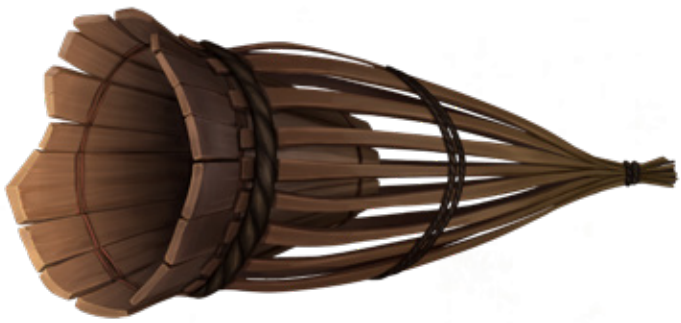
- You can set up a number of traps equal to your Proficiency Bonus in a fishing area.
- Each trap takes 1 hour to set up.
- After the next dawn, each trap you set up makes a Fishing Table Roll.
- If a fish is rolled, your trap makes a Fishing Check as if you hooked a fish.
- Whether or not a fish is caught, you must set up each trap that hooked a fish again to use it.

Vine Fishing (Strength)

Fishing Style (Advanced)

Vine Fishing involves using flora around you to create a makeshift fishing setup. With this setup, you can do the following:

- You spend 1 hour setting up your vine. You can do this by doing one of the following:
  - This requires an area with foliage and natural vines and a Survival Check (**DC 15**). You can use any Ability Score your GM would permit.
  - Using one of your Vine Tackles.
- Every hour, make roll on the Fishing Table for each vine you've set up.
- If the result hooks a fish, you can make a Fishing Check using the vine within an existing Activity.
- After resolving the Fishing Encounter, you must set up the vine again.



Fishing Techniques

Most Fishing Techniques have a series of ranks you can train to improve your Technique, all within the Environment the Technique is from (See the Table: Fishing Techniques by Environments).

- **Novice Training:** Training in the Novice Rank of a Fishing Technique requires 100 GP of training costs and dedicating 5 Activities towards training.
- **Adept Training:** To train in the Adept Rank of a Fishing Technique, you must already be trained in the Novice Rank of that Technique. This also requires 1,000 GP of training costs and dedicating 10 Activities towards training.
- **Expert Training:** To train in the Expert Rank of a Fishing Technique, you must already be trained in the Adept Rank of that Technique. This also requires 10,000 GP of training costs and dedicating 15 Activities towards training.

FISHING TECHNIQUES BY ENVIRONMENTS

ENVIRONMENT	ADVANCE STYLES
Plains (Level 1-4)	Relaxed Observation, Altered Fortune, Electric Jolt
Forest (Level 1-4)	Gator Chomp, Sprite Bob, Song of Calm Waters
Urban (Level 1 -4)	Dredge, Net Fishing, Fine Tuning
Coast (Level 5-10)	Illusion Bait, Vortex
Mountains (Levels 5-10)	Impale, Blight Cast
Wetlands (Levels 5-10)	Rage Pull, Frenzy Catch
Arctic (Levels 11-16)	Ether Phasing, Blight Cast
Desert (Levels 11-16)	Nurture
Underground (Levels 11-16)	Flash Stun
Ocean (Levels 11-16)	Chumming, Selflure
Deep Ocean (Levels 17+)	Chronocast, Eldritch Offering
Hells (Levels 17+)	Soul Harvest

No Environment Restriction

Optional Rule

If you find learning Techniques in their respective environments too restricting, you can remove this restriction so that anglers can learn these anywhere.

Fishing Techniques List

Altered Fortune

Fishing Technique

Requirement: Can only be taught by the Dragonkoi.

(3/Long Rest). Once this Fishing Encounter, if you fail the Catch DC, you can expend this Technique to reroll the Fishing Check. You must take the second result.

Blight Cast

Fishing Technique

Requirement: Necromancy School spell prepared.

You are more interested in harvesting life and its reagents than in the art of fishing.

(2/Long Rest). Before rolling on the Fishing Table, you can use this Technique. When you do, roll on the Fishing Table a number of times depending on your rank in this Technique. If the Fish's DC is less than your level + 10, it is immediately caught but dead. You suffer a number of Fishing Ordeals depending on your rank in this Technique. You can choose to use this Technique at a rank lower than what you're trained in.

Ranks

- **Novice:** 1 roll on the Fishing Table. 3 Fishing Ordeals inflicted.
- **Adept:** 2 rolls on the Fishing Table. 5 Fishing Ordeals inflicted.
- **Expert:** 3 rolls on the Fishing Table. 7 Fishing Ordeals inflicted.

Chronocast

Fishing Technique

Requirement: Must be Enchanted Fishing.

Although it is traditionally a school of war magic, you harness chronomancy for more peaceful endeavors - namely, angling. You expend a burst of time magic to allow you to freeze a moment in time, with the hopes of overwhelming the fish you have hooked.

(1/Long Rest). Before making a Fishing Check, you may expend this Technique, allowing you to make multiple Fishing Checks in one attempt. Before the attempt has resulted, make a number of Fishing Checks determined by your rank in this Technique. Every time you succeed against the Catch DC adds 1 Success to the total result. However, every time you do not succeed against the Catch DC removes 1 Success from the total result. After you roll all your Checks, this attempt results in a number of successes equal to the total result. If you did not yield a minimum of 1 Success this attempt, then it counts as a failed attempt.

Ranks

- **Novice:** 2 Fishing Checks.
- **Adept:** 3 Fishing Checks.
- **Expert:** 4 Fishing Checks.

Chumming

Fishing Technique

When a singular fish is stubborn and patience starts wearing thin, you opt for the inelegant approach of dumping your entire supply of bait into a body of water. As the loose food scatters, a wave of frenzied fish usually approaches, desperate to reap this unexpected bounty.

By scattering various foodstuffs into the fishing area, you put the fish into a feeding frenzy. You can discard a specific value of foodstuff, which is determined by your Fishing Environment. Every time you do this, for 1 hour, anglers in the fishing area increase any Fishing Table Rolls they make by 5, but also increase the Catch DC of any fish hooked by 1. You can do this multiple times to increase both values but are limited by your rank in this Technique.

AREA	COST
Level 1-4 Areas (Plains, Forest, Urban)	1 GP
Level 5-10 Areas (Coast, Mountains, Wetlands)	10 GP
Level 11-16 Areas (Arctic, Desert, Underground, Ocean)	100 GP
Level 17-20 Areas (Deep Ocean, Hell)	1,000 GP

Ranks

- **Novice:** +5 to Fishing Table Rolls, +1 to Catch DC.
- **Adept:** +10 to Fishing Table Rolls, +2 to Catch DC.
- **Expert:** +15 to Fishing Table Rolls, +3 to Catch DC.

Dredge

Fishing Technique

Requirement: Dredging Tackle item.

For you, the treasure of the fishing area is not the fish but the discarded refuse. One angler's trash is a dredger's treasure.

While utilizing this Technique, when your Fishing Table Check result is between the threshold determined by the rank of this Technique, you instead roll on the Junk Table of the environment you're fishing in. Any other rolls hook nothing.

Ranks

- **Novice:** Fishing Table Rolls with a result of 36 through 80.
- **Adept:** Fishing Table Rolls with a result of 36 through 90.
- **Expert:** Fishing Table Rolls with a result of 36 through 100.

Eldritch Offering

Fishing Technique

In the depths of the oceans live entities of unknown power and origin. Because of this, fishing in the deep oceans is one of the greatest threats to anyone who wishes to claim its bounty. However, if you were able to tap into such dark dominion at a slight cost to your sanity, perhaps the riches of the depths could be claimed.

(2/Long Rest). Before making your roll on the Fishing Table, you are able to commune with entities unknown to gain the effect of an Eldritch Prayer this hour. During this hour, if you fail to hook a fish, you suffer 1 Fishing Ordeal. If you successfully hook a fish but fail to catch it, you suffer 2 Fishing Ordeals. If you successfully catch a fish, the fish is worth double its Market Value. Your Eldritch Prayer has additional effects dependent on your rank in this Technique.

Ranks

- **Novice:** No Additional Effects.
- **Adept:** When you successfully catch a fish while under the effects of Eldritch Prayer, you remove 1 Fishing Ordeal.
- **Expert:** Before rolling on the Fishing Table, you can amplify your Eldritch Prayer. This doubles any Fishing Ordeals gained this hour. When you hook a fish, you can choose to amplify it further to make the fish worth 3 times its Market Value instead of double. No matter the result of the fishing encounter, you will suffer 5 Fishing Ordeals after. These ordeals are not doubled by the amplified Eldritch Prayer.

Electric Jolt

Fishing Technique

Sometimes, a fish is given too much hassle to respect the unspoken rules of fishing. A gentle jolt with a spell or a tinkered line may ease the catch... or kill whatever is on the hook.

(3/Long Rest). Before you make a Fishing Check, you may expend this Technique to increase your Fishing Check by a bonus based on your level in this Technique.

If you successfully catch the fish, roll a 1d20.

- On a roll of 9 or lower, the fish is considered dead. You suffer 3 Fishing Ordeals.
- On a roll of 10 or higher, you suffer 1 Fishing Ordeal.

Ranks

- **Novice:** +3 to Fishing Check.
- **Adept:** +4 to Fishing Check.
- **Expert:** +5 to Fishing Check.

Ether Phasing

Fishing Technique

Requirement: Must be Enchanted Fishing.

You phase your hook to be more selective of the fish you catch.

(2/Long Rest). After rolling on the Fishing Table, if you hook a fish, you can choose to release it immediately to roll on the Fishing Table again up to a number of times determined by your rank in this Technique, taking the new result.

Ranks

- **Novice:** 1 reroll on the Fishing Table.
- **Adept:** Up to 2 rerolls on the Fishing Table.
- **Expert:** Up to 3 rerolls on the Fishing Table.

Fine Tuning

Fishing Technique

Knowledge of your equipment lets you make impromptu modifications to your fishing equipment or style.

(3/Long Rest). As an Activity, you are able to modify your Fishing Table Rolls and Fishing Checks by taking a penalty in one and applying a bonus to another.

- You may take a -5 penalty on your Fishing Table Rolls to add +1 to your Fishing Check.
- You may take a -1 penalty on your Fishing Checks to add +5 to your Fishing Table Rolls.
- This bonus/penalty lasts until your next Long Rest.

You can adjust these modifiers to a lower rank than yours. Any time you expend this Technique, you override the previous modifiers.

Ranks

- **Novice:** (-5 to Fishing Table Rolls/+1 to Fishing Checks) or (+5 to Fishing Table Rolls/-1 to Fishing Checks) is your maximum.
- **Adept:** (-10 to Fishing Table Rolls/+2 to Fishing Checks) or (+10 to Fishing Table Rolls/-2 to Fishing Checks) is your maximum.
- **Expert:** (-15 to Fishing Table Rolls/+3 to Fishing Checks) or (+15 to Fishing Table Rolls/-3 to Fishing Checks) is your maximum.

Flash Stun

Fishing Technique

Requirement: Must be Enchanted Fishing, or use an item that creates a flash.

Overwhelming the senses of your prey is a fairly effective tactic.

(2/Long Rest). When you've hooked a fish, but before you make a Fishing Check, you may deploy either some sort of item or spell that creates a flash (such as the Flashbang Mussel item or a burst with the Dancing Lights spell). You have Advantage on the next Fishing Check made this encounter. This Technique does not expend Spell Slots or consumables. You also gain a bonus to your Fishing Checks made for the rest of the encounter, depending on your rank in this Technique.

Ranks

- **Novice:** No additional bonuses.
- **Adept:** +1 to Fishing Check.
- **Expert:** +2 to Fishing Check.

Frenzy Catch

Fishing Technique

Requirement: Rage Class Feature.

You go into a fishing frenzy after successfully catching a fish.

(3/Long Rest). After catching a fish, you can expend a Rage to increase your Fishing Table Roll equal to your Rage Damage multiplied by 5, and immediately cast again as part of the same Activity. At the end of this Activity, you suffer Fishing Ordeals equal to your Rage Damage.

Ranks

- **Novice:** No additional bonuses.
- **Adept:** You suffer 1 fewer Fishing Ordeal.
- **Expert:** You suffer 2 fewer Fishing Ordeals.

Gator Chomp

Fishing Technique

Requirement: Must be Noodling.

Like the alligators of the rivers, you lay still and patient, waiting for fish to swim into the palm of your hands before you strike.

(3/Long Rest). When you've hooked a fish, and you've expended this Technique, you gain a bonus to your Fishing Check this encounter against fish who are part of the Tiny size category. This bonus becomes a penalty if the fish is larger than Small. The bonus/penalty depends on your level in this Technique.

Ranks

- **Novice:** +/- 2 to Fishing Check.
- **Adept:** +/- 3 to Fishing Check.
- **Expert:** +/- 4 to Fishing Check.

Illusion Bait

Fishing Technique

Requirement: Must be Enchanted Fishing.

Your illusion magics allow you to entice fish to your line.

(2/Long Rest). After determining the result of your Fishing Table Roll, you may add the bonus this Technique grants. The bonus depends on your level in this Technique.

Ranks

- **Novice:** +5 to Fishing Table Roll result.
- **Adept:** +10 to Fishing Table Roll result.
- **Expert:** +15 to Fishing Table Roll result.

Impale

Fishing Technique

Requirement: Throwable Polearm (spear, harpoon, javelin, etc.)

Some fish are especially dangerous to try and catch. A toss or thrust from a polearm may weaken a fish enough to bring to shore, but be cautious - a fish not big enough may perish from the impact.

(2/Long Rest). When you have hooked a fish, you may expend this Technique to toss a spear. Make a Fishing Check. On success, you earn 2 Successes, and the Catch DC is lowered by an amount determined by your rank in this Technique for the remainder of the Fishing Encounter. If you succeed on a Tiny fish, the fish is immediately caught and killed. You can only do this once per Fishing Encounter.

Ranks

- **Novice:** -1 to Catch DC.
- **Adept:** -3 to Catch DC.
- **Expert:** -5 to Catch DC.

Net Fishing

Fishing Technique

Requirement: Fishing Net item.

The sea's bounty is plentiful, and with a net and a little patience, you can claim your share.

(1/Long Rest). During a Short or Long Rest, and spending a material cost determined by what kind of net you use, you can deploy a net in a fishing area (The GM determines the visible size of the net). After a minimum of 8 hours, you can spend 1 hour to dismantle the net and catch whatever the net may have hooked. When dismantling the net, roll a 1d20. If you roll a 10 or higher, you can reclaim the net's full material cost. Otherwise, you lose half the material cost of the net.

Make a Fishing Table Roll for every hour the net has been deployed, up to a maximum of 12 times. You automatically catch fish that meets the criteria of the net used. Your net cannot hook junk.

The type of net you can use is determined by your rank in this Technique, but you can choose to use a net of a previous rank.

Ranks

- **Novice.** A Novice net's material cost is 1 GP. It can catch Tiny fish with a DC of up to 15.
- **Adept.** An Adept net's material cost is 10 GP. It can catch up to Small fish with a DC of up to 20.
- **Expert.** An Expert net's material cost is 100 GP. It can catch up to Medium fish with a DC of up to 25. You may also fortify the net to raise the total material cost to 1,000 GP, allowing you to catch up to Medium fish with a DC of up to 30.

Nurture

Fishing Technique

Requirement: Must be Enchanted Fishing.

You have learned powerful nurturing magics that create a relaxing environment for fish, able to send a burst of rich magic through your fishing line, nourishing nearby fish.

(2/Long Rest). After rolling on the Fishing Table, if you hook a fish, you can use this Technique. When you do so, the Catch DC of the fish increases by an amount determined by your rank in this Technique. When you catch the fish, they can survive for twice as long, and any Survival (Wisdom) Checks made to carve the fish are done so at Advantage.

Ranks

- **Novice:** +5 to Catch DC.
- **Adept:** +3 to Catch DC.
- **Expert:** +1 to Catch DC.

Rage Pull

Fishing Technique

Requirement: Rage Class Feature.

When a fish is giving you difficulty, you can't help but fish just a little bit harder. The fish literally fear your Rage.

(3/Long Rest). When you start a Fishing Encounter, you may expend this technique to grant yourself a bonus to your Fishing Checks equal to your Rage Damage for the remainder of the Fishing Encounter. You suffer Fishing Ordeals equal to your Rage Damage.

Ranks

- **Novice:** No additional bonuses.
- **Adept:** You suffer 1 fewer Fishing Ordeal.
- **Expert:** You suffer 2 fewer Fishing Ordeals.

Relaxed Observation

Fishing Technique

The fish is hooked, and while most anglers would immediately celebrate, you know the battle is just beginning.

(3/Long Rest). When you've hooked a fish and you've expended this Technique, you immediately learn what fish you've hooked, along with the Catch DC, how many successful Fishing Checks you need, and how many times you are allowed to fail a Fishing Check and still be able to catch the fish.

In addition, you may gain a bonus on your first Fishing Check this encounter, depending on your level in this Technique.

Ranks

- **Novice:** No bonus.
- **Adept:** +1 to first Fishing Check.
- **Expert:** +2 to first Fishing Check.

Selflure

Fishing Technique

Requirement: Must be Noodling.

You favor physicality and a hands-on approach above all else and have developed the daring practice of Selflure Fishing, which consists of using yourself as the lure.

Before rolling on the Fishing Table, you can choose to Selflure. When you do, you are able to roll on the Fishing Table twice, choosing which result to use. Any fish you hook while Selfluring gains a bonus to their Check DC determined by your rank in this Technique.

Ranks

- **Novice:** +5 to Catch DC.
- **Adept:** +3 to Catch DC.
- **Expert:** +1 to Catch DC.

Song of Calm Waters

Fishing Technique

Requirement: Bardic Inspiration Class Feature.

Your magical melodies modify the environment around you, allowing the weather to be more favorable.

You may expend a Bardic Inspiration to grant Fair Weather to the Fishing Area in a 120 ft. radius for a number of hours determined by the level of this Technique.

Ranks

- **Novice:** 2 hours.
- **Adept:** 4 hours.
- **Expert:** 8 hours.

Soul Harvest

Fishing Technique

Some errant souls that become stranded and unclaimed in the hells take the form of fish-like creatures when they fall into the Soul Pits. You use spiritual energies to assist in your fishing adventures.

You gain a bonus to rolls made on the Fishing Table and Fishing Checks determined by your rank in this Technique. However, if you do not hook a fish or if you do not catch a hooked fish, you suffer 1 Fishing Ordeal. In addition, you spend one of your Hit Dice. You roll the die and add your Constitution Modifier. Your Maximum Hit Points are reduced by the total. You may regain any lost Maximum Hit Points by completing a Long Rest or a Greater Restoration spell.

Ranks

- **Novice:** +2 to Fishing Table Rolls and +1 to Fishing Checks.
- **Adept:** +5 to Fishing Table Rolls and +2 to Fishing Checks.
- **Expert:** +10 to Fishing Table Rolls and +3 to Fishing Checks.

Sprite Bob

Fishing Technique

Requirement: Must be Enchanted Fishing.

You learn to conjure magic from the fey or river sprites in your fishing endeavors to be more selective on what you hook.

(2/Long Rest). After determining the result of your Fishing Table Check, you may add up to the bonus this Technique grants. The bonus depends on your level in this Technique.

Ranks

- **Novice:** +5 to Fishing Table Roll result.
- **Adept:** Up to +7 to Fishing Table Roll result.
- **Expert:** Up to +10 to Fishing Table Roll result.

Vortex

Fishing Technique

Requirement: Must be Enchanted Fishing and know the Waterspout Cantrip.

With certain uses of magic being more harmful to the environment than they are efficient in the process, you have taken to using your skills to fish with magic in a less direct way.

(2/Long Rest). After rolling your Fishing Check, before determining the result of the roll, you can expend this Fishing Technique to roll a dice determined by the rank of this Technique and add that result to your Fishing Check.

Ranks

- **Novice:** +1d4 to Fishing Check.
- **Adept:** +1d6 to Fishing Check.
- **Expert:** +1d8 to Fishing Check.

FISHING CATCHES

A fishing catch is a creature that can be hooked in Fishing Areas. This can range from fish you would typically see, like bass or trout, to other non-fish, such as crabs, snakes, eels, and sometimes otherworldly mythical creatures.

These catches are typically caught as a food source for nearby settlements and villages. Larger cities will have developed their own Styles and Techniques to catch sizable quantities of common fish to help feed their people. Rarer and more elusive catches are often desired by alchemists and other assorted artisans in the creation of powerful potions and majestic magical items.

LUNKERS

Anglers dream of catching a big lunker and of their fishing tales being told at taverns all around the world. A Lunker is a modifier applied to existing fish, making them more difficult to catch by requiring multiple successful Fishing Checks within an allotted number of attempts during the Fishing Encounter.

If the angler does not have the required number of successful Fishing Checks within the allotted number of attempts, the Lunker is no longer hooked and escapes. Lunkers grant more XP and have an increased Market Value - their base XP and Market Value are multiplied by the fish's lunker multiplier, rounded down (see Lunker Multipler).

This book has various examples of Lunkers in each individual Environment section. By going to the Environment's Fish Tables, you will see certain fish requiring a number of successful catches and the number of attempts allotted to the angler during the Fishing Encounter. You can modify these values, returning fish to their non-lunker state, or make them even more challenging.

Lunker Multiplier

Lunkers have a Lunker Multiplier that you will use to modify the XP gained and the Market Value of the fish.

- Fish listed have a base XP value and a base Market Value. By default, a Fish's Lunker Multiplier is 1, meaning that without modifying the base fish, you will multiply the Fish's XP and Market Value by 1, meaning there is no change.
- For every additional Attempt that requires a successful Check to catch the fish, you add 1 to the Lunker Multiplier.
- For every additional Attempt that does not require a successful Check to catch the fish, you subtract .5 from the Lunker Multiplier.
  - Example: If a fish requires 2 Successes within an allotted 2 Attempts, the Lunker Multiplier becomes 2.
  - Example: If a fish requires 2 Successes within an allotted 3 Attempts, the Lunker Multiplier becomes 1.5.
  - Example: If a fish requires 1 Success within an allotted 2 Attempts, the Lunker Multiplier becomes 0.5.

CREATING A FISHING CATCH

While this book has plenty of fish you can choose or modify from, as a GM you can build your own fish to populate the world that you are in. When making a fish, there are several factors you should determine before building the Fish Stat Block.

- What kind of fish is this? (Standard fish, eel, something else entirely).
- Why does it live (and thrive) in this environment?
- Is your fish dangerous to the wildlife around it - such as being an invasive species - or is it more passive?
- Is your fish sought after, such as a food source or alchemical ingredient, or has parts desired by jewelers and other artisans?
- Does your fish have unique ways to prevent its capture?
- Does your fish provide value to a party of anglers, such as being a companion?
- Is your fish enough of a threat that it can fight anglers on land in a Combat Encounter?

Fishing Encounter Actions

To make your catches more interesting, you can create Fishing Encounter Actions your fish can utilize during the Fish Encounter, such as:

- Adding a Proficiency Bonus to the Catch DC for 1 Fishing Check.
- Thrashing about, making the next Fishing Check at Disadvantage.
- Modified effects of a spell, such as Blink causing successful Fishing Checks to roll a 10 or lower - otherwise, the angler must reroll the Fishing Check to keep their success.

Fish shouldn't have more than 1 Fishing Encounter Action, and it shouldn't be used more than once per Fishing Encounter. However, if you do decide to give multiple uses of a Fishing Encounter Action, or grant a fish multiple Fishing Encounter Actions, consider them a Lunker and add .5 to the Lunker Multiplier.

Creating Fish and Other Catches

Every fish has a Level that affects the Catch DC, XP Gained, and Market Value of the fish. This ranges from 1/8th of a Level to 20th Level. The size and weight of the fish have no mechanical bearing on the Fish's Stat Block, and you are free to adjust these values to your desire without worrying about it affecting the mechanics of the catch (see Table: Fish Creation).

FISH CREATION

LEVEL	PROFICIENCY BONUS	DC	XP	MARKET VALUE
1/8	2	8	2 XP	2 CP
1/4	2	9	5 XP	1 SP
1/2	2	10	10 XP	2 SP
1	2	11	20 XP	4 SP
2	2	12	45 XP	3 GP
3	2	13	70 XP	10 GP
4	2	14	110 XP	20 GP
5	2	15	180 XP	40 GP
6	3	16	230 XP	60 GP
7	3	17	290 XP	100 GP
8	3	18	390 XP	160 GP
9	3	19	500 XP	260 GP
10	4	20	590 XP	340 GP
11	4	21	720 XP	480 GP
12	4	22	840 XP	680 GP
13	4	23	1,000 XP	960 GP
14	5	24	1,150 XP	1,360 GP
15	5	25	1,300 XP	2,000 GP
16	5	26	1,500 XP	2,800 GP
17	5	27	1,800 XP	4,600 GP
18	6	28	2,000 XP	7,600 GP
19	6	29	2,200 XP	12,600 GP
20	6	30	2,500 XP	21,000 GP

MODIFYING A FISH

Your fishing environments will most likely be for different level groups. If so, you can easily modify the fish by replacing the Level, Catch DC, XP, and Market Value with another fish in that same level group. Or, you can use the same rules for Creating a Fish and Lunkers to modify the fish to be more balanced with your party.

FISH LIST

READING THE FISH STAT BLOCK

FISH NAME

CREATURE SIZE & TYPE

Weight	Catch DC
weight formula (average weight)	**DC**

Level (Caught XP) **Market Value**

Catchable Fish

ACID FISH

SMALL BEAST

Weight	Catch DC
1d6+10 LBS. (13 LBS.)	**27**

Level 17 (1,800 XP) **4,600 GP**

This amorphous critter has a thin layer of skin that houses a body filled to the brim with noxious, rotting acid. It is not infrequent to see an Acid Fish accidentally crash on a jagged rock and immediately pop. Mostly devoid of any useful body parts, this fish is prized by alchemists in search of volatile components.

ALL-FISH

LARGE BEAST

Weight	Catch DC
10d10+545 LBS. (600 LBS.)	**29**

Level 19 (2,200 XP) **12,600 GP**

CATCH

Boon. If released right after caught, the All-Fish will grant the angler a +3 bonus to all Fishing Checks made until the next dawn.

This taciturn fish has a round body covered in countless colored rings. The hoops closest to its head are brightly colored in yellows and oranges, while the ones toward its tail are shades of browns and grays. Anglers say it gets a new ring for every year it's been alive and that the All-Fish are the most ancient creatures in the ocean, patrons to all swimming things. The All-Fish has three sets of elongated whiskers on its face that grow almost as long as its body, which it uses to feel movement in the water. Spotting an All-Fish is considered an omen of great fortune among fishers, who warn against harming the noble creature.

ALL-SEEING EEL

LARGE BEAST

Weight	Catch DC
10d10+165 LBS. *(210 LBS.)*	**24**
Level 14 (1,150 XP)	**1,360 GP**

A long, spindly creature with eyes spread all across its side, the All-Seeing Eel is a paranoid beast that is able to perceive danger from any direction. Capable of releasing concussive psychic blasts, it is often seen stunning a would-be predator and swimming away to safety in the blink of an eye.

AMPHIBIOUS SCORPIONFISH

SMALL BEAST

Weight	Catch DC
1d4+1 LBS. *(3 LBS.)*	**23**
Level 13 (1,000 XP)	**960 GP**

Often mistaken for some form of cave lobster or overgrown crayfish, the Amphibious Scorpionfish is a far more dangerous specimen than either of its lookalikes. In reality, it is a fish that mimics these crustaceans in order to get close to prey before whipping them with a venomous barb hidden underneath its tail plates.

The chitinous plating of these fish can make it difficult to reach the flesh underneath, but gourmands insist that it's worth the effort involved. Scorpionfish venom, meanwhile, is too weak to have much use for combat and is instead generally used as a base for alchemical mixtures.

ARCANOTHALASUS

ANIMA GROUPER

MEDIUM UNDEAD

Weight	Catch DC
0 LBS. *(0 LBS.)*	**27**
Level 17 (1,800 XP)	**4,600 GP**

The soul of a stalwart creature that has fallen to the soul pit, the Anima Grouper is a shining being of energy, highly sought after by Soul Fishers due to the strength of their being. They act together and form schools of defenders to evade capture by powerful devils who would use them for nefarious goals.

ARACHNOFISH

SMALL BEAST

Weight	Catch DC
1d6 LBS. *(3 LBS.)*	**24**
Level 14 (1,150 XP)	**1,360 GP**

A strange beast with eight articulated limbs that are neither quite fin nor quite extremity, but which make it a lightning-fast swimmer. The Arachnofish has a pale gray body with irregular brown spots that serve as camouflage on the ocean floor. It is able to shoot a congealing fluid that creates strands of sticky colloidal water as it moves, which hinders and entangles its prey. The Arachnofish uses its superior speed to swim in a spherical pattern around its prey, creating a ball of this sticky material and trapping it within.

ARCANOTHALASUS

MEDIUM BEAST

Weight	Catch DC
10d10+70 LBS. *(125 LBS.)*	**27**
Level 17 (1,800 XP)	**4,600 GP**

A rotund fish engorged through intense exposure to magic, the famed rainbow-patterned Arcanothalasus is easily recognizable by its hexagonal scales. Its body frequently manifests glowing glyphs as the raw magic coursing through its veins randomly invokes arcane patterns.

AUTUMN STAR SUNFISH

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**9**
Level 1/4 (5 XP)	**1 SP**

This fish is named for the orange star emblazoned just above its lateral fins, set against its otherwise solid yellow coloring. It is often prey for other fish and thus moves about in groups for safety. It makes an excellent aquarium fish, bringing a bright splash of color to any tank.

ANVIL IRONFISH

MEDIUM BEAST

Weight	Catch DC
6d10+60 LBS. *(100 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

A square-shaped fish with sharp black and gray scales and weighing around 100 lbs. This fish lives at the very bottom of bodies of water, with its weight making it nigh impossible for anglers to reach. This fish was the result of arcane-infused ores underneath its habitat.

The Anvil Ironfish earned its name due to its popularity with blacksmiths. Its iron-like scales and bones are enchanted with the arcane magic of its environment and made it a popular metal substitute in crafting magic weapons.

ANVIL IRONFISH

BARBARIC BLUEGILL

TINY BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**9**
Level 1/4 (5 XP)	**1 SP**

The Barbaric Bluegill is a fairly routine catch for anglers, with scales of a green hue and a streak of blue running across its gills. Oddly bulky for a fish, this aggressive creature uses its heft to its advantage and tends to be a bully in its territory.

Surprisingly tasty, the Bluegill holds a firm, flaky texture, with a bulk that leaves those that eat it quite full.

BARKING SALMON

SMALL BEAST

Weight	Catch DC
4d10+8 LBS. *(30 LBS.)*	**14**
Level 4 (110 XP)	**20 GP**

A species of brown and yellow salmon that lives in shallower waters than its oceanic cousins. By pulling air into special bladders behind its gills, it can produce loud barking noises that are nearly indistinguishable from those of a sizable dog. This trait is theorized to be the result of several wizards playing a prank on local anglers, but the barking also startles birds and other predators, often causing them to drop the salmon back into the water. As a result, the would-be prank became an effective defense against predation and allowed the species to rapidly propagate throughout the world.

Due to its legacy of arcane tampering and inland habitat, the Barking Salmon is on the smaller end compared to most other salmon. However, its scales still carry a twinkling of magic to them, which makes them valuable as decoration and magical reagents. Additionally, like most salmon, its meat is delicious.

BARNACLE HORROR

MEDIUM ABERRATION

Weight	Catch DC
10d8+105 LBS. *(150 LBS.)*	**23**
Level 13 (1,000 XP)	**960 GP**

This terrible creature is found in deep waters, stuck to ancient wreckages or massive creatures. The Barnacle Horror has a tough chitinous shell that protects its soft insides. It is an ambush predator that grasps unsuspecting prey with long, prehensile pseudopods and drags it into its strong beak. Its diverse diet and tender meat make it a sought-after delicacy for luxurious patrons.

BATMOUTH CAVEFISH

MEDIUM BEAST

Weight	Catch DC
10d8+30 LBS. *(75 LBS.)*	**26**
Level 16 (1,500 XP)	**2,800 GP**

These truly ugly creatures use their wide, winglike fins in order to catch the currents of subterranean rivers and rapidly swoop down on prey. When in range, they latch on with their long fangs and repeatedly bite and shake their unfortunate victim in order to leech all of the blood and other bodily fluids from them, leaving only a husk behind. This method of feeding is as messy as it is disgusting, and tends to leave a cloud of blood in the water. This acts as a sort of natural smokescreen and protects the feeding fish from larger predators.

The Batmouth Cavefish's fins are prized as a stretchy, waterproof textile, often used in the creation of gloves, swim fins, and certain kinds of netting.

BATTLEROCK BLOWFISH

BATTLEROCK BLOWFISH

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**11**
Level 1 (20 XP)	**4 SP**

CATCH

Poison Needle. Any creaturing handling a Battlerock Blowfish without gloves must make a Dexterity Check (**DC 10**).

- ***On Failure:*** The target is Poisoned for 1 hour.

This palm-sized fish is a rather unassuming coastal denizen known for living amidst rocks, near-shore shipwrecks, and piers. When threatened, it puffs up into a spiny ball of fury that directly assails its aggressor. The Battlerock Blowfish can be quite dangerous to divers due to its poison, but this same poison also makes them highly valuable to alchemists.

BAUBLEFISH

SMALL BEAST

Weight	Catch DC
4d6+6 LBS. *(20 LBS.)*	**21**
Level 11 (720 XP)	**480 GP**

CATCH

Frightful Presence. Any creature handling a Baublefish who can see it must make a Wisdom Saving Throw (**DC 17**).

- ***On Failure:*** The target becomes Frightened of the Baublefish for 1 Minute. A creature can repeat the Saving Throw at the end of each of their turns, ending the effect on themselves on a success.
- ***On Success:*** The creature is immune to the Baublefish's Frightful Presence for the next 24 hours.

An olive green fish that bears an uncanny resemblance to a goblin, with its fins having the shape of hands and feet. This image, in conjunction with a high-pitched wail that escapes from a blow-hole under its mouth, is meant to frighten larger predators into fleeing. Despite its appearance, the Baublefish is a docile, kind creature that wants to be left alone, but will use its frightening presence to protect smaller fish.

BEACONFISH

TINY BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**11**
Level 1 (20 XP)	**4 SP**

A flowing fish with orange and yellow scales that glows a gentle light in the nighttime hours. To avoid predators, the Beaconfish only comes out in periods where its unnatural glow might otherwise be masked.

The scales of the Beaconfish are commonly used in hamlets on the plains as a source of light, which can burn for long periods without the need for wax or oil.

BELL-TAILED FRIGHTFISH

TINY BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**13**
Level 3 (70 XP)	**10 GP**

CATCH

Companion. You can spend 8 hours bonding with the Bell-Tailed Frightfish to make it a companion. Once the Bell-Tailed Frightfish is your companion, you can attempt to train it to act as a form of security while it's in a fishbowl, with a Wisdom (Animal Handling) Check (**DC 15**).

- ***On Failure:*** The animal is not trained, and training cannot be re-attempted until the next dawn.
- ***On Success:*** When trained, this fish releases a bleating noise when in the presence of an unknown intrusion, acting as the Alarm spell if a Small size or larger creature enters a 20 ft. cube near the fish's bowl. After it does this, it cannot do it again until dawn.

A seldom seen magical fish with bugged-out eyes, the Bell-Tailed Frightfish is a shy, yet charming little creature. It has yellow and black scales all over its bulbous body, and gives the appearance of a chiming bell with its back fin while swimming. This creature is easily spooked and rarely leaves the safety of its den except to quickly find food before retreating again.

Although the Bell-Tailed Frightfish is somewhat scarce, those that are caught are either kept as pets or used as security for the folk of the plains. Some travelers also keep them in portable containers during long trips out in the open wilderness for safety.

BELL-TAILED FRIGHTFISH

BERGFISH

MEDIUM BEAST

Weight	Catch DC
10d8+115 LBS. *(160 LBS.)*	**22**
Level 12 (840 XP)	**680 GP**

Not quite a fish and not quite an elemental, the Bergfish has no organs, blood, or scales, but instead seems to be made of a solid chunk of animated ice. Arcane in nature yet still appearing to have a life and will of its own, the Bergfish may take a variety of shapes depending on its behavior. Some will vaguely retain the shape of their fellow fish and actively hunt for prey as though they were flesh and blood. Others will passively grow to resemble a true iceberg, remaining still and magically absorbing unfortunate passersby into their icy form.

Despite lacking organs and meat, when melted down into a liquid the Bergfish retains its arcane properties, making it a valuable catch for some specialists.

BLACKGLASS MACKEREL

TINY BEAST

Weight	Catch DC
1d2 LBS. *(1 LB)*	**21**
Level 11 (720 XP)	**480 GP**

This fish is named after its shiny black skin, which is smooth enough to see one's own reflection. Blackglass Mackerel form sizable shoals which create a sizable prismatic pattern when under direct sunlight. Local artisans use its glassy scales to fashion beads that spell good fortune, often seen on jewelry worn by desert dwellers or hung by the entrance of shops.

BLACKLIGHT GLOWFISH

SMALL BEAST

Weight	Catch DC
6d10 LBS. *(33 LBS.)*	**14**
Level 4 (110 XP)	**20 GP**

CATCH

Companion. You can spend 8 hours bonding with the Blacklight Glowfish to make it a companion. Once the Blacklight Glowfish is your companion, you can attempt to train it to illuminate while it's in an aquarium, with a Wisdom (Animal Handling) Check (**DC 14**).

- ***On Failure:*** The animal is not trained, and training cannot be re-attempted until the next dawn.
- ***On Success:*** When trained, this fish, on command, will shed Dim Light up to 20 ft. This lasts until commanded to stop, or for 1 hour.

During the day, the Blacklight Glowfish appears to be a jet-black carp, with wide fins and an extensively fanned tail. However, at night or in any sort of low light, its true beauty is revealed. Veins of violet bioluminescence outline the fish's body, bathing it in a stunning purple-black glow. It is a prized fish amongst aquarium collectors and a favorite for important fountain displays.

BLACKSUN FISH

SMALL BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**28**
Level 18 (2,000 XP)	**7,600 GP**

CATCH

Blinding Presence. Any creature handling a Blacksun Fish who can see it must make a Constitution Saving Throw (**DC 19**).

- ***On Failure:*** The target becomes Blinded by the Blacksun Fish for 8 hours.

Some primordial pools are illuminated with a blinding white light from within, though it is invisible from the outside waters. Such pools are the ones where the Blacksun Fish makes its home. A being of pure energy, Blacksuns create life all around them in the primordial pools, as plant life and little creatures feast on the power of its light. None have ever laid eyes directly on the Blacksun Fish, as it shines too brightly to behold.

BLADEJAW

SMALL BEAST

Weight	Catch DC
5d6+13 LBS. *(30 LBS.)*	**18**
Level 8 (390 XP)	**160 GP**

A black and white striped fish with bladed fangs that poke from the edge of its mouth. One of the most aggressive fish in the coasts, it commonly bullies weaker fish into submission, stealing their food or resources, but never outright killing them.

Should this creature taste the blood of a non-aquatic animal, it will do everything in its power to consume it whole, often calling upon its school of brethren to help in the hunt.

BLAZING COD

SMALL BEAST

Weight	Catch DC
1d6+15 LBS. *(18 LBS.)*	**24**
Level 14 (1,150 XP)	**1,360 GP**

This thick fish is happiest in searing hot environments like pure magma. Its entire body is composed of flames, which burn brightly in red and yellow tones as it swims and hunts. The Blazing Cod is a popular dish among devils, who enjoy the experience of consuming its ever-burning flesh raw.

BLAZING COD

BLIND DRAGONFISH

LARGE BEAST

Weight	Catch DC
10d10+245 LBS. (300 LBS.)	**27**

Level 17 (1,800 XP) **4,600 GP**

FISHING ENCOUNTER

Thrash: Once this Fishing Encounter, if the angler would succeed against the Catch DC, the fish begins to thrash about. The fish's Catch DC becomes 33 during the next Fishing Check.

CATCH

Combat Catch (PG. 303). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 23,000 GP if it is encountered as a Combat Catch.

A terrifying predator of the underground's river systems, the Blind Dragonfish is named so not because of its uncanny resemblance to a dragon, but because of a disgusting hunting trait it's developed. After devouring its catch whole, its gullet is able to store indigestible elements like bones, scales, and bile, then belch them out in a sort of breath weapon against its next potential prey. This putrid cloud disorients other blind fish entirely, allowing the dragonfish to thrash through the miasma funk with its mouth agape until it encounters its next meal.

The true prize when processing a Blind Dragonfish is its digestive tract. The unique properties that allow it to break down and sort materials for its disgusting breath weapon make it extremely valuable to alchemists.

BLINK BASS

BLIND GLASSFISH

SMALL BEAST

Weight	Catch DC
4d6+26 LBS. (40 LBS.)	**28**

Level 18 (2,000 XP) **7,600 GP**

The translucent flesh of this fish is made of hardened keratin that has a texture similar to glass. When under the light, all of the Glassfish's organs are plainly visible through its clear skin. It has no eyes, but a singular green spheroid organ encased in its crystalline head which functions as a universal receptor for all of its powerful senses. The orb is sensitive to vibrations, giving the Glassfish one of the best hearing senses known on the planet, and it can also measure minuscule changes in electric and even arcane fields, which makes the Glassfish adept at foreseeing and avoiding threats.

BLINK BASS

TINY BEAST

Weight	Catch DC
1d4+3 LBS. (5 LBS.)	**21**

Level 11 (720 XP) **480 GP**

FISHING ENCOUNTER

Blink. Once this Fishing Encounter, if the angler would succeed against the Catch DC, roll a d20. On a roll of 11 or higher the angler must reroll the Fishing Check. The angler must take the second result.

A bass with shimmering rainbow scales. As it moves, it flickers in reality, vanishing and reappearing a few feet away. It's believed these creatures may have undergone a convergent evolution with blink dogs, developing similar magical abilities in order to escape predation. This usually brings along whatever it has in its mouth, preventing it from slipping off the hook, but a blink at the right time in the right position can still allow them to escape. Even when captured, it can wreak all sorts of havoc teleporting around an angler's setup.

BLINKER EEL

SMALL BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**20**

Level 10 (590 XP) **340 GP**

FISHING ENCOUNTER

Dimension Door. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the angler must reroll the Fishing Check. The angler must take the second result. If the angler fails the Fishing Check, the Fishing Encounter immediately ends.

The Blinker Eel looks a bit like an oversized flatworm, as it lacks nearly all facial features or pectoral fins. It moves through underground rivers by rapidly vibrating its ribbony dorsal fin, and the bioluminescent sensory organs near its head pick up returning vibrations in order to help it navigate in the darkness. When threatened, it is able to disappear in a flash of light, teleporting a short distance away and leaving its would-be predator disoriented and hungry.

Too thin to be good eating, the Blinker Eel is generally better used as bait fish.

BLOODFISH

SMALL BEAST

Weight	Catch DC
6d6+29 LBS. *(50 LBS.)*	**28**

Level 18 (2,000 XP) **7,600 GP**

A somewhat amorphous mass of exposed muscle and sinew in the shape of a fish. The Bloodfish is permanently oozing thick blood from its body, releasing an eerie cloud of ichor that accompanies its every move. Though skinless, its bare muscles are taut and hardened, giving it a tough exterior that's hard to penetrate. The Bloodfish is a violent hunter that can chase its prey relentlessly for days, frequently doing so just for the thrill of the hunt.

BOILBLOOD SHARK

LARGE BEAST

Weight	Catch DC
10d10+500 LBS. *(555 LBS.)*	**26**

Level 16 (1,500 XP) **2,800 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Boilblood Shark begins to thrash about. The Boilblood Shark's Catch DC becomes 31 during the next Fishing Check.

True to its name, this slender shark has developed a peculiar way of combating the frigid waters of the arctic, while simultaneously luring prey in striking distance. The Boilblood Shark will sharply raise the temperature of its body, radiating warmth in a considerable area around it, which draws in unsuspecting fish that are eager to bask in the heat. Armed with massive angular fins that appear to be too big for its body, the shark is able to dart toward its prey in an instant, devouring any creature that enters its warm aura.

The meat of a Boilblook Shark is tender and continues to radiate heat long after the creature is initially dispatched. This makes it a favorite food source for those who travel through the arctic, or a reliable long-lasting heat pack when packaged properly.

BOILING SALAMANDER

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**16**

Level 6 (230 XP) **60 GP**

CATCH

Merciful Carve (1/Dawn). You can Carve this creature (**DC 15**) as a Carving Activity to extract 3 GP of Fish Parts without killing it.

This Amphibian is separate from the elemental salamanders but similarly capable of surviving flame. It's adapted to live in the hot springs and prefers this environment despite the typically inhospitable conditions. Its slime is oddly warm and stays that way for days after being wiped off. Some anglers catch the Boiling Salamander specifically to harvest its slime, using it as a salve to stay warm in the cold mountain temperatures.

BOILTOAD

SMALL BEAST

Weight	Catch DC
6d6+4 LBS. *(25 LBS.)*	**25**

Level 15 (1,300 XP) **2,000 GP**

A robust amphibian that favors muddy pits, the Boiltoad can generate extreme body temperatures, which it uses to shoot a stream of boiling water to ambush its prey, lazily closing in after the deed to get its meal. Its coarse skin is warm to the touch and is sometimes sought after for upholstery and garment crafting.

BOULDERBASS

TINY BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**10**

Level 1/2 (10 XP) **2 SP**

A triangular-shaped fish with dull gray scales and sharp rock fins, this creature has a surprising amount of weight for its size.

With some simple spices and grilling, the Boulderbass can make for a tasty dish, and the fish's dense meat makes it a popular staple in taverns. Often the hope of many anglers for a big payout, Boulderbass is the most requested plains fish in marketplaces.

BOILTOAD

BRICKLAYER TETRA

TINY BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**22**

Level 12 (840 XP) **680 GP**

Rather intelligent for a fish, the Bricklayer Tetra feeds by filtering microorganisms from the sand and mud at the bottom of limestone pools. It then mixes this sand and mud with its own mucus, compacts it within its stomach, and spits up the resulting pellet as a solid brick of compressed minerals. From these bricks, the tetras build small homes for themselves in order to hide from predators.

The average Bricklayer Tetra isn't big enough to make a good meal, but the hard plates within its stomach that it uses to compress materials down have a few niche uses for jewelers, alchemists, and other specialist crafters. Anglers will also sometimes keep it as a pet in order to have a nearly limitless supply of small, smooth stones for skipping or slinging at enemies.

BRIMFISH MATRIARCH

LARGE BEAST

Weight	Catch DC
(10d10)x10+1,650 LBS. *(2,200 LBS.)*	**28**

Level 18 (2,000 XP) **7,600 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Brimfish Matriarch begins to thrash about. The Brimfish Matriarch's Catch DC becomes 34 during the next Fishing Check.

An enormous black and red fish with a hide as tough as steel, the Brimfish Matriarch commands large shoals of its smaller children, which flutter around it as it moves. Many an infernal angler has been known to face an unexpected horde of fish when plying their trade in the lava rivers, barely escaping with their lives.

BULWARK DOLPHIN

MEDIUM BEAST

Weight	Catch DC
10d8+120 LBS. (165 LBS.)	**25**
Level 15 (1,300 XP)	**2,000 GP**

The Bulwark Dolphin has a wide, protruding forehead that resembles a shield, which it uses to ram its prey and divert predators by parrying them. Schools of Bulwarks have been seen employing rudimentary tactics to form shield walls around their young, and some sailors tell stories of having their ship attacked by a coordinated unit of these shielded cetaceans.

CANAL WHALE

LARGE BEAST

Weight	Catch DC
10d20+200 LBS. (255 LBS.)	**14**
Level 4 (110 XP)	**20 GP**

This hefty fish is not a true whale, nor any sort of sea mammal at all. It gets its name from its habit of swimming very close to the surface, often breaching the water. This behavior has earned it the dubious moniker of "Gondola Tipper," as it is of similar size to recreational canal boats, and frequently breaches beneath them. Due to its size and succulent meat, it has become a popular game fish among urban anglers.

CARRION CRUSTACEAN

SMALL BEAST

Weight	Catch DC
4d6+16 LBS. (30 LBS.)	**25**
Level 15 (1,300 XP)	**2,000 GP**

This shrimp-looking creature has a thick black ridged shell and a dozen disproportionately long black legs that end in sharp spikes. It is known for passively swimming most of the time, except when its eight milky-white eyes spot a fresh carcass or some other form of decaying remains. This prompts the Carrion Crustacean to lunge at its target at breakneck speed. It then uses its spiked legs to quickly jab the carcass numerous times, tearing it apart and reducing it to little more than chum in seconds.

CAVEMUD LOACH

SMALL BEAST

Weight	Catch DC
6d4lbs.+6 LBS. (21 LBS.)	**21**
Level 11 (720 XP)	**480 GP**

The Cavemud Loach is a simple fish, feeding on crustaceans and the larvae of cave bugs that happen to fall into its river habitat. Its lumpy body and dull coloration help it blend into its surroundings regardless of whether or not its predators can see in the dark.

Because of its abundance, the Cavemud Loach is a staple food source for those living underground. It also makes for excellent bait with a little preparation, being a favorite meal of many of the underground's larger predators.

CELESTIAL ANGELFISH

TINY BEAST

Weight	Catch DC
0 LBS. (0 LBS.)	**13**
Level 3 (70 XP)	**10 GP**

CATCH

Boon. If released right after caught, the Celestial Angelfish grants the angler the ability to reroll a d20 once until the next dawn.

This cichlid variety grows to about 8 in. in length, and roughly twice that from top to bottom. The Celestial Angelfish glitters with golden fins and a prismatic body that gives off a golden radiance. This led many to believe the fish is of actual angelic nature, or perhaps some sort of fey. It is highly prized in aquarium communities, however, there are some who consider the fish sacred and don't take kindly to its capture.

CARRION CRUSTACEAN

CENTURION SNAPPER

SMALL BEAST

Weight	Catch DC
4d6+6 LBS. (20 LBS.)	**26**

Level 16 (1,500 XP) **2,800 GP**

CATCH

Combat Catch (PG. 304). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 14,000 GP if it is encountered as a Combat Catch.

A regal-looking fish, it gets its name from its impressive dorsal fin, which resembles a warrior's crested helmet. Its bronze scales complete its gladiatorial look, which it lives up to by fiercely fighting off other fish that venture into its territory.

CHAINED SNAPPER

SMALL BEAST

Weight	Catch DC
2d6+10 LBS. (17 LBS.)	**25**

Level 15 (1,300 XP) **2,000 GP**

A sturdy red fish with an angular face, this creature is grafted with several dozens of thick metal chains that drag behind it, leaving deep grooves in the earth beneath its path. The Chained Snapper has a limited form of command over the chains, which it is occasionally seen using to entangle prey and rip it apart. Cruel juvenile devils often pester these creatures by entangling their chains with various random objects.

CHIMERA CHUB

CHEF FISH

MEDIUM BEAST

Weight	Catch DC
10d8+155 LBS. (200 LBS.)	**24**

Level 14 (1,150 XP) **1,360 GP**

FISHING ENCOUNTER

Searing Escape. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Chef Fish begins to use their searing plates to attempt an escape. The Chef Fish's Catch DC becomes 29 during the next Fishing Check. If the angler fails the Fishing Check, the Fishing Encounter immediately ends.

A robust fish with long, curly whiskers. The Chef Fish has a set of three hard plates on either side of its body that can generate massive heat. It uses them to stun, kill and subsequently sear its prey until it is softened and ready to be eaten.

Ironically, the meat of the Chef Fish has a strange texture that makes it less than desirable as a meal, but its heated plates are prized by weapon and armor smiths.

CHIMERA CHUB

TINY BEAST

Weight	Catch DC
1d4 LBS. (2 LBS.)	**8**

Level 1/8 (2 XP) **2 CP**

A frequently caught fish with scales of a light blue hue. Three identical heads rest at the top of this fish - each more stupid than the last - that sputter horrifying gulps when excited. Its three heads will often fight for food, making it an easy catch as one (or more) of the heads will be easily tempted by a baited hook.

Its pungent, fishy taste can be a bit overwhelming, and it doesn't have much meat due to its odd bone structure. Thus, it is often scoffed at in markets when presented by an angler. It's usually best to throw these back in the water, but it can be mixed with other fish for a single meal's worth of rations if an angler is desperate for something to eat.

CHRONOFISH

MEDIUM BEAST

Weight	Catch DC
6d8+53 LBS. *(80 LBS.)*	**26**
Level 16 (1,500 XP)	**2,800 GP**

FISHING ENCOUNTER

Blink. Once this Fishing Encounter, if the angler would succeed against the Catch DC, roll a d20. On a roll of 11 or higher the angler must reroll the Fishing Check. The angler must take the second result.

An ethereal-looking swimmer, the origin of the Chronofish is unknown. Many who have seen it theorize that it is but a figment or echo of an ancient fish or some sort of illusion. Whatever the case may be, the Chronofish can be seen blinking forward a few yards at a time while swimming through the ocean. Some fishers swear to have caught the Chronofish in the past, only to have it vanish as soon as their hands touched it.

CLAWED PIKE

SMALL BEAST

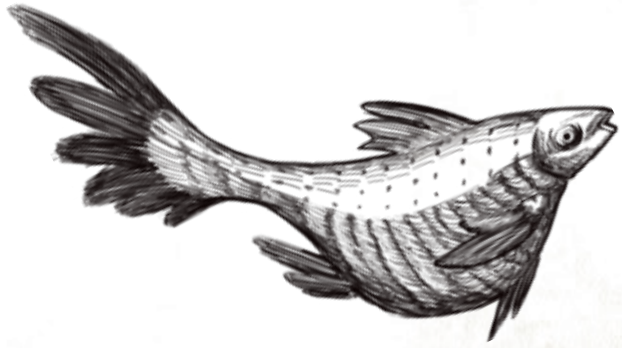
Weight	Catch DC
5d6 LBS. *(17 LBS.)*	**22**
Level 12 (840 XP)	**680 GP**

CATCH

Clawed Pull. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Clawed Pike attempts to pull the angler deeper into the Fishing Area. The angler must make an Strength (Athletics) Check (**DC 22**).

- ***On Failure:*** The angler falls Prone into the Fishing Area, suffering 2 Fishing Ordeals. The fish escapes.

This long, gray-colored fish has several sets of claw-like appendages on the underside of its body that it uses to grab and break apart prey and small objects. It is typical to see it swimming at high speeds while dragging its flailing capture through sharp rocks, and some anglers tell stories of people being dragged into the fathoms by the gnarled hands of the Clawed Pike.



CLICKING OLM

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**24**
Level 14 (1,150 XP)	**1,360 GP**

CATCH

Merciful Carve (1/Dawn). You can Carve this creature (**DC 20**) to extract 68 GP of Fish Parts without killing it.

Bad Fortune. If this creature is killed by the angler, they suffer 10 Fishing Ordeals.

A kind of aquatic salamander, the Clicking Olm is eyeless and navigates by making its eponymous clicking sound as it slithers through the water or scrambles over rocks in search of food. Despite appearing entirely defenseless, most predators seem to avoid eating it. It was previously believed that it might be poisonous, but recent studies have shown that it seems to emit a weak aura of blindness that affects the water around it, dulling the senses of predator and prey alike.

Catching a Clicking Olm to gather small samples of slime is a common practice for local alchemists or anglers in their employ, but killing one is said to be a bad omen and is generally frowned upon.

CLOCKWORK BASS

TINY BEAST

Weight	Catch DC
1d20 LBS. *(10 LBS.)*	**23**
Level 13 (1,000 XP)	**960 GP**

This mechanical fish is a construct originating from an ancient civilization. Made of copper and steel, the Clockwork Bass has been specially tempered to withstand water and the elements for thousands of years. Inside are gears and mechanisms powered by an enchanted arcane gem, which moves its motorized fins in the water. Many claim this construct never ceases functioning, short of its destruction or natural disaster. Some believe the Clockwork Bass to be an observer of time, watching the waters and reporting back to an unknown master through its unsettling ruby-red eyes.

The arcane gem within its body has many magical uses, making it desirable for spellcasters and enchanters. Its specialized metal body is also valued by smiths who would melt it down and repurpose its materials.

CLONE URCHIN

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**22**

Level 12 (840 XP) **340 GP**

CATCH

Clone. When you successfully catch a Clone Urchin, roll a 1d4 to determine the number of Clone Urchins that end up in your possession. Clones are unable to create new Clone Urchins.

Companion. You can spend 8 hours bonding with the Clone Urchin to make it a companion. Once the Clone Urchin is your companion, you can attempt to train it with a Wisdom (Animal Handling) Check (**DC 20**).

Clone (1/Week). When trained, this fish creates another Clone Urchin. Clones are unable to create new Clone Urchins.

A strange, burgundy living ball of spikes that lives at the bottom of the seas. Its sharp barbs contain mild toxins that are enough to keep away little predators but are otherwise harmless to Small and larger creatures. The Clone Urchin can create copies of itself to try to avoid capture, which often results in a very happy angler getting more than they expected.

The Clone Urchin is a favorite of seafood chefs due to its ability to clone itself, but the strong, briny flavor and slimy texture of its innards can be too much for some to stomach. Others, however, consider it a delicacy.

CLUB-HEAD OGRE FISH

CLUB-HEAD OGRE FISH

SMALL BEAST

Weight	Catch DC
1d20+10 LBS. *(20 LBS.)*	**13**

Level 3 (70 XP) **10 GP**

CATCH

Recipe - Ogre Fish Club. You can use The Club-Head Ogre and 400 GP of various materials to create an Ogre Fish Club. This requires a Craft Check (**DC 20**) and can be done by dedicating a Crafting Activity to the project.

- ***On Success:*** You create an Ogre Fish Club.
- ***On Failure:*** You expend the Club-Head Ogre Fish.

The shape of this languid, lumbering fish is often likened to that of a crudely fashioned club, hence its name. A number of tendril-like filaments sprout from its massive, bulbous head. These serve as a food filtration system, catching seaweed and plankton which are guided into its gaping maw.

The Ogre Fish's fins are small for its body, making it quite a slow swimmer. Fortunately for it, it's often considered to be too big for local predators, which tend to favor more bite-sized morsels.

COINSCALE STURGEON

LARGE BEAST

Weight	Catch DC
20d20+200 LBS. *(410 LBS.)*	**16**

Level 6 (230 XP) **60 GP**

A fish whose scales glitter in gold, silver, and copper. Many anglers have seen its gleam at the bottom of a lake and leaped in thinking they'd found a stash of gold, only to find their 'treasure' swimming away.

Though its meat is said to have an acrid, metallic taste, it nevertheless has become a staple in local cuisine due to its size and relatively high population. Most recipes for preparing it involve a great number of spices to try and augment or cover up the coppery notes.

COMPASS HERRING

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**8**
Level 1/8 (2 XP)	**2 CP**

One of the most abundant fish found off the coasts of major settlements, the Compass Herring travels in schools and is relatively easy to catch. Its scales have a reddish hue on the sides. Sailors gave it its name due to the arrow-like stripe on its back that resembles a compass needle. A staple food fish, both for other ocean life and for anglers, this herring has an even, balanced flavor that lends itself to many sorts of dishes.

CRABMITE

TINY BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**22**
Level 12 (840 XP)	**680 GP**

An annoying parasite for some, and a delicacy for others, this tiny crab latches onto the fins and webbed toes of various creatures until eating them away, leaving its poor host unable to move. Its shell hides soft meat that is very appreciated in nearby settlements.

CREEPING LICH-FISH

SMALL UNDEAD

Weight	Catch DC
2d20+10 LBS. *(30 LBS.)*	**14**
Level 4 (110 XP)	**20 GP**

Dark necromantic magic sustains the existence of this horrifying creation. Essentially a swimming corpse, this bloated abomination lingers along the bottoms of drainage canals, feeding off of magically infused detritus and discarded potions. It propagates itself by regurgitating the contents of its rotted stomach into other fish corpses, seeding the source of its unlife into a new shell.

CORRUPT SQUIRT

SMALL BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**23**
Level 13 (1,000 XP)	**960 GP**

A sedentary, primitive life form that feeds from organic material that floats nearby, the corrupt squirt has an extreme defense mechanism that makes it a horror to behold. The creature is able to tear itself asunder, releasing its bowel organs to the elements along with a necrotic cloud of rot from its corrupted core. The toxic cloud is enough to kill many of its predators, while the disemboweling gives it the appearance of being dead and mangled, driving away any others.

CRIMSONFANG CRAWFISH

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**12**
Level 2 (45 XP)	**3 GP**

A little freshwater crustacean with a blood-red carapace and two fang-like appendages jutting from its jaw. These fangs dig into unfortunate amphibians and draw nutrients through a parasitic bond that eventually kills the host, but gives the Crimsonfang Crawfish a macabre, yet amazing flavor when cooked.

Used in many popular dishes with flavorful seasonings and often boiled during festivals, this crustacean is frequently requested in bulk.

CREEPING LICH-FISH

CROCOFISH

SMALL BEAST

Weight	Catch DC
6d6+7 LBS. *(40 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Crocofish begins to thrash about. The Crocofish's Catch DC becomes 18 during the next Fishing Check.

A rather strange sight to come across, the Crocofish resembles a cross between a catfish and a salamander. It possesses both an impressive set of gills as well as lungs and therefore is capable of breathing on water and on land with no issues. Its mud-colored hide offers effective camouflage for it to ambush smaller fish or land animals. It's sometimes called "wet owlbear" by older anglers as a joke referring to its seeming hybrid nature.

CRYSTACANTH

MEDIUM BEAST

Weight	Catch DC
10d8+100 LBS. *(145 LBS.)*	**22**
Level 12 (840 XP)	**680 GP**

CATCH

Merciful Carve (1/Dawn). You can Carve this creature (**DC 20**) as a Carving Activity to extract 34 GP of Fish Parts without killing the fish.

The Crystacanth is a dense, thick-headed fish that moves slowly through the deepest waters of the underground, mouth agape in order to catch any small fish and crustaceans unaware as it drifts in the darkness. This fish's sedentary lifestyle leads many to develop protective crystalline growths across their bodies as their scales are bolstered by the minerals they ingest.

The Crystacanth's flesh is oily, slimy, and tastes extremely unpleasant to most, and therefore isn't typically used in cuisine. The primary reason most seek these fish out is to chip off their crystalline shells for use in jewelry and tinkering.

CYCLOPICANTHUS

CYCLOPICANTHUS

SMALL BEAST

Weight	Catch DC
4d10+10 LBS. *(32 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

This bulbous, lumbering fish features four stumpy fins that resemble atrophied limbs. Its head is dominated by a single massive eye set above a sucker-like mouth that vacuums slime and runoff from the sewer canals it roams. The Cyclopicanthus is drawn to magical residue, and can often be found feeding off of the spillage of discarded potions, and other tossed-off byproducts of alchemical research.

DART LIZARD

SMALL BEAST

Weight	Catch DC
6d6+14 LBS. *(35 LBS.)*	**23**
Level 13 (1,000 XP)	**960 GP**

A speedy creature of the sand, the dart lizard has a sharp and pointy snout that it uses to hunt. Its powerful legs allow it to dart into the sand at high speeds, impaling unsuspecting targets, which it then digs out and enjoys on the surface.

DAZZLING CARP

MEDIUM BEAST

Weight	Catch DC
10d8+100 LBS. *(150 LBS.)*	**13**
Level 3 (70 XP)	**10 GP**

A scarcely seen magical fish with scales that shine bright as a rainbow in the sky. Rarely leaving the safety of the depths of its pond due to the reflective color of its scales, the Dazzling Carp is one of the most challenging fish to catch in the plains.

Not only is it a popular pet in port towns of the wealthy for its flashy display, but this fish is also favored by artists. Their scales are capable of making remarkable paints of vivid color that mere dyes could only hope to achieve.

DEATH BRAMBLE EEL

LARGE BEAST

Weight	Catch DC
6d4+13 LBS. *(20 LBS.)*	**19**
Level 9 (500 XP)	**260 GP**

A lazy eel that measures 10 ft. in length with dark charcoal skin that glows a silvery hue. Sharp bramble spikes wrap around the eel, which has a wood texture but is as sharp as a knife. When hunting, they typically wrap around their prey with their brambles to puncture them to death.

Clerics of the coast claim that those wrapped by this eel and feel no pain from their brambles have less than a year to live. Whether such a story is true is up to the fates to decide.

DEATHSKULL DACE

TINY BEAST

Weight	Catch DC
1 LBS. *(1 LBS.)*	**9**
Level 1/4 (5 XP)	**1 SP**

An otherwise typical fish with rust-brown scales, but where one might expect the head of a fish, instead is a skull - which somehow manages to consume food as normal. Rumors speak of a necromantic angler cursing this species after a bad fishing trip.

Despite its strange condition, the Deathskull Dace is abundant and a staple food fish of modest folk. When cooked, it has little flavor on its own, but even the simplest of cooks can prepare this fish for a tasty meal due to its palatable flexibility.

DEEPSTONE VIPERFISH

DEEPSTONE VIPERFISH

MEDIUM BEAST

Weight	Catch DC
9d8+40 LBS. *(80 LBS.)*	**27**
Level 17 (1,800 XP)	**4,600 GP**

Dwelling at the very bottom of the vastest underground lakes, the Deepstone Viperfish approaches the surface only rarely to feed. It eats the largest fish or crustaceans it encounters before returning to the depths to digest its meal. Bioluminescent patterns along its sides and dorsal fins mimic the blinking patterns of smaller fish and local fungi in order to draw in prey. Once its needle-like teeth have killed off a catch, the viperfish is able to fully unhinge its jaw in order to swallow its food whole.

Catching a Deepstone Viperfish is an extremely rare event, and if kept alive, they could likely be sold for a healthy sum to a collector or researcher. Otherwise, their teeth and strange, scale-less hide might fetch a decent price.

DEEPWRAITH

LARGE UNDEAD

Weight	Catch DC
0 LBS. *(0 LBS.)*	**29**
Level 19 (2,200 XP)	**12,600 GP**

FISHING ENCOUNTER

Ghostly Catch. If you Hook this fish without magical Fishing Tackle, the Fishing Encounter immediately ends in failure.

A phantasmal fish with wide, wispy fins and a pained scowl on its face, the Deepwraith feeds on the life essence of other creatures. It is able to possess the will of weaker creatures, which it does to form eclectic "schools" of fish that follow in its wake, being slowly drained of their being until they pass and are left behind by the larger group.

DIAMONDBACK SALMON

SMALL BEAST

Weight	Catch DC
5d6+10 LBS. *(27 LBS.)*	**24**
Level 14 (1,150 XP)	**1,360 GP**

A checkerboard-print fish that has a set of dazzling diamonds inlaid upon its spine. Despite being alluring to the eyes and tempting to money-minded anglers, this fish can be a danger to those who seek it. It hides two rows of sharp, venomous fangs within its mouth that it uses to attack anything that comes within its reach. The Diamondback Salmon has an insatiable appetite and vicious instincts, and will often hunt its waters to near extinction, ensuring its eventual starvation. As such, anglers try in desperation to remove such fish from any body of water they find it in.

Though the diamonds upon this fish's back are valuable on their own, the true prize of the Diamondback Salmon is its potent venom. Sought after by alchemists and doctors, it can be used in a number of poisons and medicines.

DICEPHALOUS ARCTURUS

TINY BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**10**
Level 1/2 (10 XP)	**2 SP**

This fish may be one of the oddest sights an angler might find in the sewers, as the Dicephalous Arcturus has no tail. Instead, it presents a perfectly symmetrical form of two heads at either end of its body. Twin sets of gills and fins focused towards opposite directions round out the strange shape of this fish.

The Dicephalous Arcturus' behavior is erratic and contradictory. It moves through the water straining against itself, as each head pursues its often diametrically opposed goals in opposite directions. The only time the two ends seem to agree is when fleeing from danger. It is believed to be the result of strange arcane experimentation.

DIRE CATFISH

LARGE BEAST

Weight	Catch DC
10d20+95 LBS. *(200 LBS.)*	**18**
Level 8 (390 XP)	**160 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Dire Catfish begins to thrash about. The Dire Catfish's Catch DC becomes 21 during the next Fishing Check.

An absolutely massive catfish, often exaggerated as being 'big enough to eat a bear'. Despite its size, this fish is mostly a bottom feeder and is only an opportunistic carnivore. It's nearly unassailable by smaller predators but is content to let its rivals hold the top of the food chain.

Like most catfish, the dire variety makes for an excellent meal if properly prepared, and the prodigious size of this specimen means it can provide quite a bounty to the lucky angler that pulls it from the water. Smaller anglers may want to be wary of its gaping maw until the creature is fully dead, however...

DOLLFISH

SMALL BEAST

Weight	Catch DC
4d10+8 LBS. (30 LBS.)	**18**

Level 8 (390 XP) **160 GP**

FISHING ENCOUNTER

Disgorged Doll. Every failed Fishing Check lowers the Market Value of this fish by 10 GP as the Dollfish gets smaller in an attempt to escape the encounter.

A fish with distinctive porcelain-colored scales and patterns on its head reminiscent of a human face. The name comes both from this and from another unusual quality: when in danger, the fish will disgorge a smaller, identical fish from its mouth. That fish will do the same if distressed until the smallest is no longer than a finger. This is not a magical ability, but anglers remain baffled as to how or why they perform this feat.

DOOMSAIDA

LARGE BEAST

Weight	Catch DC
10d10+445 LBS. (500 LBS.)	**23**

Level 13 (1,000 XP) **960 GP**

The Doomsaida is a long, narrow fish with translucent ice-like scales and fins, which is nearly impossible to see in waters without special gear. Atop its head is a jagged bone enchanted with potent magic and is often regarded as an unbreakable, unmeltable piece of ice.

Unkind to intruders sailing in its waters, the Doomsaida has earned the title of "Ship Sinker" by using its translucent appearance to evade detection and stealthily capsizing ships with its sharp horn.

DÖPPELFISH

SMALL BEAST

Weight	Catch DC
6d6+19 LBS. (40 LBS.)	**24**

Level 14 (1,150 XP) **1,360 GP**

A cunning aquatic deceiver, the Döppelfish shifts the color and shapes of its scales to mimic other fish in order to shoal with them in search of protection and company, or even predation. The skin of the Döppelfish can be magically stimulated to reproduce this effect, making it a sought-after reagent for crafting camouflage and other illusion magics.

DRAGONKOI

TINY BEAST

Weight	Catch DC
1d4+1 LBS. (3 LBS.)	**15**

Level 5 (180 XP) **40 GP**

FISHING ENCOUNTER

Altered Fortune. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Dragonkoi can force the angler to reroll the Fishing Check. The angler must take the second result.

CATCH

Boon. If released right after caught, the Dragonkoi will teach the angler the Fishing Technique Altered Fortune. An angler can only be taught this once.

Bad Fortune. If this fish is killed by the angler, they will suffer 10 Fishing Ordeals.

This elusive fish has vivid orange and white opalescent scales patterned into a diamond. Their fins and tail glimmer in the water, trailing behind them like an elegant gown.

Legends tell of the mystical koi, a fish that once traveled up the rivers of the gods and leaped through the dragon's gate, transforming into a golden dragon that ascended the heavens above. As a result, the Dragonkoi is a popular fish among royalty, often occupying ponds in their gardens.

DRAGONKOI

DREADGAR

DRAGON EEL

LARGE BEAST

Weight	Catch DC
6d4+13 LBS. *(20 LBS.)*	**14**
Level 4 (110 XP)	**20 GP**

Despite its grandiose name, this whiskered, sharp-scaled fish has few other draconic properties to speak of. Its various spines and spikes mean that it has few natural predators, so it tends to be remarkably common in any wetland environment.
Relatively tasteless on its own, the Dragon Eel is said to take to spice remarkably well, though whether this is an inherent property of its meat or simply the result of over-eager chefs is unknown.

DRAIN CRAWLER PLECO

TINY BEAST

Weight	Catch DC
1d4+1 LBS. *(2 LBS.)*	**8**
Level 1/8 (2 XP)	**2 CP**

A member of the sucker-mouthed pleco family of catfish, this particular species thrives on the mildew and lichen that builds up throughout the sewers. The Drain Crawler Pleco is notable for its fanned-out lateral fins that look almost like the fins of a ray. This gives the fish a unique outline resembling a ruffled blanket laying against the canal walls. This fish gets its name from being just the right size to swim up drainage pipes, which it often does.

DRAIN WATER JELLY

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**11**
Level 1 (20 XP)	**4 SP**

CATCH

Body Sting. Any creaturing handling a Drain Water Jelly without gloves must make a Dexterity Check (**DC 10**).
- ***On Failure:*** The target takes 2 (1d4) Acid Damage.

This strange organism lives exclusively within sewer drainage water, feeding off of the lichen and algae growing within. At first glance, it would appear to be formless ooze, but there is a more solid structure to the creature. The core of the organism resembles a jellyfish, while the outer gelatinous form is able to reshape itself in order to capture and engulf swaths of sewer algae. It moves through the water via a set of powerful flagella that are able to sift their way through the thick sewage in which it lives.

DREADGAR

LARGE BEAST

Weight	Catch DC
20d10+90 LBS. *(200 LBS.)*	**20**
Level 10 (590 XP)	**340 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Dreadgar begins to thrash about. The Dreadgar's Catch DC becomes 24 during the next Fishing Check.

A cunning and vicious example of its species, the Dreadgar will eat anything and everything that catches its eye. Its dark coloration and tattered fins make it exceptionally difficult to spot in the depths of the swamps it calls home, and when it's latched onto prospective prey, very little short of breaking open its jaws will get it to release its catch again.

Dreadgar steaks are a rare delicacy, given how difficult it is to catch, and its teeth are often prominently worn as jewelry or used in the crafting of gruesome weapons. Many swamp-town taverns and fishing shops will also pay handsomely for an intact specimen to mount on their walls as a sign of their locals' fishing prowess.

DRYAD FISH

SMALL BEAST

Weight	Catch DC
1d6+5 LBS. *(10 LBS.)*	**14**

Level 4 (110 XP) **20 GP**

This deceptive fish floats languidly within mossy ponds, often indistinguishable from floating branches. Its fins and tail resemble vines and foliage drifting along in the water. Its overall coloring is reminiscent of moss-covered bark. This leads to the dryad fish often being mistaken for driftwood or a clump of floating leaves. This fish is valued by alchemists, sharing the same properties and potent potion ingredients.

ELEMENTAL WHALE

HUGE BEAST

Weight	Catch DC
(10d12 x 100)+2,000 LBS. *(9,500 LBS.)*	**27**

Level 17 (1,800 XP) **4,600 GP**

CATCH

Combat Catch(PG. 305). The GM can have this creature immediately initiate combat with the angler when caught. The fish's Market Value becomes 23,000 GP if it is encountered as a Combat Catch.

The colorful Elemental Whale carries the essence of many elements within it and is able to manifest them all at once. As it swims, it leaves an impressive trail of magic in its wake as fire, water, air, and earth combine in a torrent of power that fuels its movement. These whales are known to cause massive storms when they surface in search of air.

ENTEROFISH

SMALL ABERRATION

Weight	Catch DC
2d6+13 LBS. *(20 LBS.)*	**23**

Level 13 (1,000 XP) **960 GP**

A gruesome sight, this warped fish carries its digestive system on the outside. Its long pulsing intestines are coiled around its body, which is mostly skinless. A trail of detritus follows in its wake as a number of mites and parasites feast on its unprotected muscles and take advantage of the scrap nutrients that fall off of its exposed digestive tract.

ESSENCE GUPPY

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**26**

Level 16 (1,500 XP) **2,800 GP**

FISHING ENCOUNTER

Ghostly Catch. If you Hook this fish without magical Fishing Tackle, the Fishing Encounter immediately ends in failure.

The distilled essence of a weak soul, transformed into the shape of a pitiful swimmer. The Essence Guppy swims aimlessly in the soul pit, often rejected by powerful devil anglers who don't consider it worth the trouble to fish up.

ETERNAL COELACANTH

MEDIUM BEAST

Weight	Catch DC
8d10+16 LBS. *(60 LBS.)*	**21**

Level 11 (720 XP) **480 GP**

CATCH

Bad Fortune. If this fish is killed by the angler, they suffer 10 Fishing Ordeals. In addition, the angler must make a Constitution Saving Throw (**DC 17**).

- ***On Failure:*** The target loses 1 year of their life.

A fish from ancient times, frozen in the snow and ice on the mountaintop and freed by seasonal thawing. It is primarily nocturnal with dark scales, broken up by geometric white spots. It will naturally live forever.

Its legendary longevity has also led to something of a local legend that being the one to kill an Eternal Coelacanth "sets the reaper's eyes upon you, as you have done something death itself could not." The legend has yet to be substantiated, but few take the risk since the fish's meat is rather tough and riddled with stony chunks of calcium.

ETERNAL COELACANTH

ETHER TUNNELER

MEDIUM BEAST

Weight	Catch DC
1d8+6 LBS. *(10 LBS.)*	**25**
Level 15 (1,300 XP)	**2,000 GP**

A long, amorphous sea worm that can tear tiny holes in reality with its mouth, traveling in and out of the ether as if it were burrowing through dirt. This ethereal traveler is coveted by arcanists and investigators throughout the world who seek to replicate its "tunneling" capabilities on a massive scale.

EVERFALL RIVER SNAKE

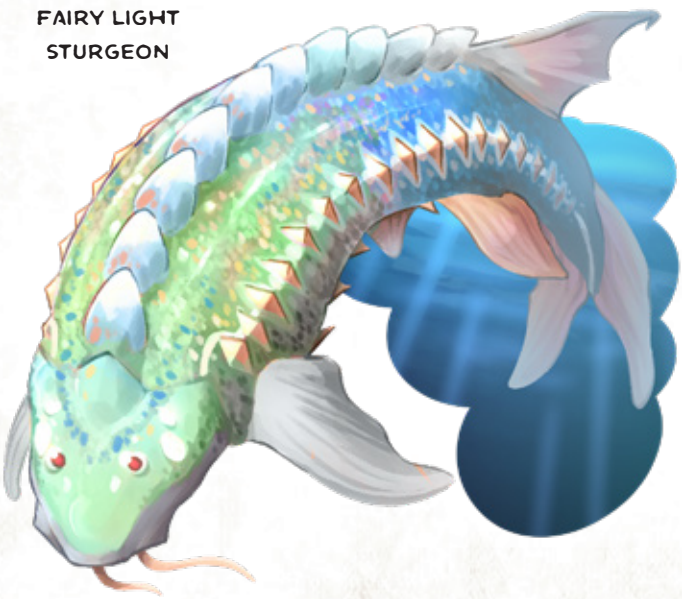
MEDIUM BEAST

Weight	Catch DC
3d8 LBS. *(13 LBS.)*	**12**
Level 2 (45 XP)	**3 GP**

CATCH

Combat Catch (PG. 306). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 15 GP if it is encountered as a Combat Catch.

Named after the first angler to ever catch one, this massive eel is notable for a set of fin-like appendages set just beneath the gills that act like little hands. The eel primarily remains on river bottoms, hiding within rock, river algae, and silt. It uses its fins to dig into the mud and gather debris to bury itself within. It can grow up to 6 ft. in length and will put up quite a battle when hooked. It is a delicious fish for cooking that's noted for its mildly sweet flavors.



EYELESS BILGE HUNTER

SMALL BEAST

Weight	Catch DC
2d20+10 LBS. *(30 LBS.)*	**13**
Level 3 (70 XP)	**10 GP**

CATCH

Combat Catch (PG. 306). The GM can have this creature immediately initiate combat with the angler when caught. The fish's Market Value becomes 50 GP if it is encountered as a Combat Catch.

The top of the food chain in the sewers, this fish has hefty, powerful fins that allow it to walk over solid surfaces, and climb across heaps of sewer trash. This species has no eyes of any sort, relying entirely on a well-honed Tremorsense that can pinpoint the location of prey by the rippling movements of the water.

The Eyeless Bilge Hunter is an unsettling creature to behold. Its body is glassy and semi-translucent. Its mouth is filled with layered rows of hundreds of needle-like teeth that resemble the bristles of a comb, set within a jaw that can open to a full 90 degrees. It feeds on fish, rodents, and nearly anything it can get its jaws around. The Eyeless Bilge Hunter is known to take on prey up to three times its size, and has been often blamed for the disappearances of sewer workers.

FAIRY LIGHT STURGEON

LARGE BEAST

Weight	Catch DC
19d10+95 LBS. *(200 LBS.)*	**14**
Level 4 (110 XP)	**20 GP**

This sturgeon's lateral ribbing (called scutes) glows with a soft light. It is said that the first Fairy Light Sturgeons swam into the Material Plane from the rivers of Faewunder, and that these great fish still weave their ways between the material and the mythic spaces of the fey.

While many respect this fish as an emissary of the faerie realm, those versed in alchemy and arcane craftworks have identified a number of uses for its cartilage and glowing scutes of fey light.

FALSE MUDFISH

SMALL BEAST

Weight	Catch DC
2d8+4 lbs. *(13 lbs.)*	**16**
Level 6 (230 xp)	**60 gp**

CATCH

Escape. When caught, the angler must succeed on a Strength (Athletics) Check (**DC 15**).

- ***On Failure:*** The False Mudfish's muddy exterior collapses, and it escapes back into the Fishing Area.

When initially caught, this mud-brown, catfish-like beast seems to be made of pure mud. The true fish is a much smaller creature with a gaping mouth and staring eyes, that forms the mud around itself like a shell to scare off predators and serve as a last line of defense. Shortly after being landed, its muddy exterior will collapse, and it will attempt to flop back to the water in the confusion.

FALSE-SPIDER LURKER

MEDIUM BEAST

Weight	Catch DC
10d8+55 lbs. *(100 lbs.)*	**24**
Level 14 (1,150 xp)	**1,360 gp**

This pale creature has two pairs of double legs that give it a resemblance to land-dwelling spiders. The False-Spider Lurker uses its appendages to dig out holes in the loose earth at the bottom of primordial pools, where it conceals its spiny body, ready to lunge whenever prey swims overhead and impaling them with the sharp quills that cover its flat head.

FANCY RAINBOW CARP

SMALL BEAST

Weight	Catch DC
2d10+20 lbs. *(30 lbs.)*	**10**
Level 1/2 (10 xp)	**2 sp**

The Fancy Rainbow Carp is noted for its bright pastel rainbow patterning. It makes a spectacular display in aquariums and fountain presentations, especially during holiday celebrations. Bred entirely for domestic use, this fish does not occur naturally in regular waterways.

FEY-FIRE BASS

TINY BEAST

Weight	Catch DC
1d4+1 lbs. *(3 lbs.)*	**10**
Level 1/2 (10 xp)	**2 sp**

A bass of brilliant red and orange colors with fins that ripple like flames. Local tales of a fire elemental that dances upon the water's surface at night may be attributable to this fish. The Fey-Fire Bass is a favorite of local chefs due to its unique flavor profile. Its meat is soft and flaky, with a mild spicy tang that lends itself well to peppery dishes.

FEY-WOOD SALAMANDER

TINY BEAST

Weight	Catch DC
0 lbs. *(0 lbs.)*	**8**
Level 1/8 (2 xp)	**2 cp**

A salamander commonly found in woodland regions. It grows up to a foot in length and is notable for the iridescent webbing along its throats and legs. Its coloring makes it look like a shimmering rainbow as it darts through the water.

FEY-WOOD SALAMANDER

FIERY REMIPEDE

SMALL BEAST

Weight	Catch DC
8d6+12 LBS. (40 LBS.)	**23**

Level 13 (1,000 XP) **960 GP**

CATCH

Companion. You can spend 8 hours bonding with the Fiery Remipede to make it a companion. Once the Fiery Remipede is your companion, you can attempt to train it with a Wisdom (Animal Handling) Check (**DC 20**).

Remipede Poison (1/Dawn). When trained, this fish creates a specialized poison you must place into a vial. You can use the poison in this vial to coat 1 Slashing or Piercing weapon or up to 3 pieces of ammunition. Applying the poison takes an Action. Once applied, the poison retains potency for 1 Minute before drying. The poison loses its potency 24 Hours after being extracted, and has a Market Value of 48 GP. A creature hit by the poisoned weapon or ammunition must make a Constitution Saving Throw (**DC 17**).

- ***On Failure:*** The target takes 3d4 Poison Damage.

This semi-translucent crustacean is often confused for an aquatic centipede or young remorhaz, but it is far more dangerous than the former and a bit less than the latter. The water around it shimmers from an unnatural heat within the creature's shell and its venom is said to spontaneously catch alight when exposed to the air, burning its victims inside and out. Luckily for most anglers, it is blind and extremely clumsy when outside of the water, making it less of a threat once already hooked.

Fiery Remipedes have next to no worthwhile meat, and its shell is not strong enough to have any practical use. Instead, it is generally caught for the opportunity to extract its venom and, for those with the means, to be kept as a terrifying pet. This allows its keeper to harvest that venom over and over again.

FIRE FLOUNDER

TINY BEAST

Weight	Catch DC
1d4+1 LBS. (3 LBS.)	**19**

Level 9 (500 XP) **260 GP**

A square-shaped fish with bright red and orange scales, accompanied by a glowing yellow fin that mimics the appearance of flickering flames when in direct sunlight. Abnormally warm to the touch, this fish is popular in winter, when many of them are kept in aquariums to warm public spaces.

FIREFRILLED MONITOR

MEDIUM BEAST

Weight	Catch DC
10d8+105 LBS. (150 LBS.)	**21**

Level 11 (720 XP) **480 GP**

A muscular reptile that frequently devours its meals whole, the Firefrilled Monitor is so named due to its impressive mane of igniting quills, which it spreads to impress potential mates, intimidate enemies, and even as a last defensive resort. The monitor can tense its neck muscles, causing the quills to shoot out in every direction, igniting on the way out. This can often be enough to kill any aggressors but has also been known to start fires in places with dense vegetation.

FLASHBANG MUSSEL

TINY BEAST

Weight	Catch DC
0 LBS. (0 LBS.)	**20**

Level 10 (590 XP) **340 GP**

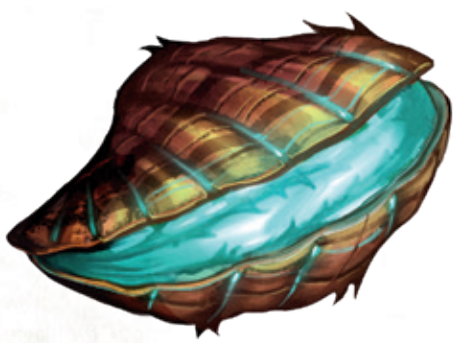
CATCH

Flashbang. When first hooked, the Flashbang Mussel will attempt to blind anglers the moment they exit the water. Anyone within 5 FT. must make a Wisdom Saving Throw (**DC 16**).

- ***On Failure:*** The target is Blinded for 1 Minute.

Flashbang Mussel. This catch can be used as the item, Flashbang Mussel.

A little species of mollusk that dwells along the edges of subterranean waterways, the Flashbang Mussel can be easily identified by the blue glow that emanates from the seam in its shell. When threatened, it violently swings open its shell with a loud pop and emits a blinding flash of bioluminescence capable of completely overwhelming the sensitive eyes and ears of most would-be predators. After being pried loose from its home, it rarely survives long out of the water, but its powerful light can persist for about an hour after death.



FLASHHBANG MUSSEL

FLESH BLOB

SMALL ABERRATION

Weight	Catch DC
10d6+5 LBS. (40 LBS.)	**25**
Level 15 (1,300 XP)	**2,000 GP**

An amorphous mass of naked flesh with no limbs to speak of that moves in the water by spasming its floppy body in a given direction, bumping into errant schools of fish and coral reefs alike. Flesh Blobs are a boon to deep ocean predators, a robust and easy meal that has little in the way of defense mechanisms.

FLYING RAY

MEDIUM BEAST

Weight	Catch DC
2d20+20 LBS. (40 LBS.)	**13**
Level 3 (70 XP)	**10 GP**

This ray's extra wide fins not only allow it incredible mobility in the water but also give it limited aerodynamics. A Flying Ray that has built up speed can breach the water's surface and glide for upwards of 100 ft. These rays are a breathtaking sight when they take flight, especially in numbers, seeming like a flock of birds soaring over the water's surface.

FOCUSFISH

SMALL BEAST

Weight	Catch DC
6d6+5 LBS. (26 LBS.)	**24**
Level 14 (1,150 XP)	**1,360 GP**

The spiny protrusions, gaping fang-littered mouth, and flesh-toned scales of the Focusfish are a terror to behold. This magical creature is frightening not only for its horrific appearance but also for its natural prowess in the arcane arts. An antenna protrudes from the top of its head, and at the end of it is its signature arcane focus, which takes the form of a sizable crystal ball. It has dancing, bone-like fins that are lined with runes, constantly acting as somatic components for spells, which it slings as both a form of self-defense, as well as a means to pursue its prey.

The Focusfish has very little meat and is scoffed at by most culinarians. However, the Focusfish's crystal ball is a powerful arcane component, used by specialists across the world to enhance their own magical abilities.

FORGET-ME-FISH

SMALL BEAST

Weight	Catch DC
4d10+10 LBS. (32 LBS.)	**16**
Level 6 (230 XP)	**60 GP**

CATCH

Forget-Me-Not. After catching the Forget-Me-Fish, make a Wisdom Saving Throw (**DC 15**).

- ***On Failure:*** You forget why you wanted to catch the fish and drop it back into its waters. 1 Minute later, your memories return to you.

A bright blue fish with sharp yellow fins and a dazed look upon its beady little eyes. Often swimming without purpose or meaning, the Forget-Me-Fish suffers from chronic amnesia, making it a lonely fish outside of its school.

Some say the fish was cursed by dark wizards, others say it's just a natural aspect of its life, and some claim that the Gods themselves hate the fish with a burning passion. Nobody can really remember.

FORTUNEFISH

SMALL BEAST

Weight	Catch DC
1d4+3 LBS. (5 LBS.)	**19**
Level 9 (500 XP)	**260 GP**

CATCH

Portent Carve. After successfully carving a Fortunefish, roll a d20 and record what was rolled. You can replace any Attack Roll, Saving Throw, or Ability Check you make with the recorded roll. You can only use the recorded roll once. If you do not use the recorded roll before the next dawn, it is lost.

A delicate fish with lacy fins. Its white scales are lined with black, creating an optical illusion of words shifting across its body as it moves. The scales of the Fortunefish are long rumored to provide insight into what the day may bring, whether it is a fortune of well or woe. Because of this, anglers sometimes carry preserved Fortunefish to descale on the mornings of important days.

FUR-BEARING TROUT

SMALL BEAST

Weight	Catch DC
4d6+6 LBS. (20 LBS.)	**14**
Level 4 (110 XP)	**20 GP**

A species of trout that, rather than scales, has a thick coat of white fur to help preserve body heat in colder climates. Some nay-sayers insist this creature is fictional and that all proof of its existence is the result of hoaxes and tall tales.

For those few who have encountered a Fur-bearing Trout in the wild, it is certainly a confusing sight. Something about a fish's gaping features on a fuzzy body is existentially upsetting to most, not least of which naturalists attempting to categorize the beast. Its meat is similarly strange, said to be somewhat like rabbit when properly prepared.

FURY HADDOCK

SMALL BEAST

Weight	Catch DC
1d6+8 LBS. (11 LBS.)	**24**
Level 14 (1,150 XP)	**1,360 GP**

This limber fish carries an essence of anger within it. Unable to cooperate with any other creature, even those of its own kind, the Fury Haddock's life becomes a series of duels to the death until it meets its demise. A savage attacker, this fish charges wildly at its would-be rivals, biting away with its many sharp teeth until it pierces through its enemy.

FUR-BEARING TROUT

GAPING VOIDFISH

LARGE BEAST

Weight	Catch DC
10d10+130 LBS. (185 LBS.)	**26**
Level 16 (1,500 XP)	**2,800 GP**

CATCH

Combat Catch (PG. 307). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 14,000 GP if it is encountered as a Combat Catch.

The Gaping Voidfish trawls the bottom of cavern lakes with its jaw skimming the ground. As it moves, it draws anything and everything nearby into its mouth, only snapping shut when it pulls in something big enough to potentially fight back. Unlike most of the other creatures in the underground, this fish is primarily armored on its insides, as it lacks significant teeth or other means of killing prey outright. It instead relies on them being crushed and digested while unable to escape.

The skin and innards of the Gaping Voidfish are highly prized by specialists for their arcane properties.

GATEWAY GRAYFIN

MEDIUM BEAST

Weight	Catch DC
10d8+145 LBS. (200 LBS.)	**27**
Level 17 (1,800 XP)	**4,600 GP**

This silvery fish could easily be mistaken for a swimming hand mirror. Its nearly-circular body glistens in the light as it swims lazily using its small, rectangular tail. The Gateway Grayfin's body has a seemingly infinite number of minuscule scales that can reconfigure themselves to enlarge the fish and create a temporary planar portal. Legends tell of an ancient army of devils breeding thousands of these creatures, in an attempt to create a permanent tear into the material plane.

GATORFANG GAR

MEDIUM BEAST

Weight	Catch DC
10d8+100 LBS. (150 LBS.)	**12**
Level 2 (45 XP)	**3 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the fish begins to thrash about. The Gatorfang Gar's Catch DC becomes 14 during the next Fishing Check.

A massive fish with sparkling gold and silver scales, this gar can grow to be the size of a young alligator. Its mouth is more akin to an elongated snout, with faux teeth that appear more frightening than they really are. Heavy, yet never aggressive, this is a challenging fish to catch in otherwise shallow bodies of water.

The scales of a Gatorfang Gar are highly valued by the textile and jewelry industries, selling for a high price. Such scales are used to create flashy clothing and jewelry articles, mimicking gold and silver at a much cheaper price point.

GATORFANG GAR

GELATINOUS SNAILFISH

TINY OOZE

Weight	Catch DC
0 LBS. (0 LBS.)	**25**
Level 15 (1,300 XP)	**2,000 GP**

A deceptive fish, the Gelatinous Snailfish mimics the outward appearance of an ordinary fish with what seems to be scales, fins, and a typical tail. The Gelatinous Snailfish is highly acidic, and because of that, it has somewhat odd hunting tactics. It will often "give in" to being eaten by larger fish, only for its would-be predator to be digested by its acid from the inside out.

GEO GUPPY

TINY BEAST

Weight	Catch DC
0 LBS. (0 LBS.)	**20**
Level 10 (590 XP)	**340 GP**

Appearing to be a sparkling stone being swept away in the water's currents, the Geo Guppy is a fish inlaid with cracked geodes that shimmer with small gemstones and crystals hidden within. Oddly sociable for a fish, the Geo Guppy tends to behave similarly to a domesticated dog and is known to approach anyone who comes close to their waters, desiring nothing more than love and attention.

Due to its worth for both jewelers and culinarians, as well as its trusting nature, the Geo Guppy is heavily hunted for its resources. Its lack of survival instincts has caused its once plentiful numbers to thin, and it is now much more scarce than it once was in the wild.

GIANTFISH

MEDIUM BEAST

Weight	Catch DC
10d10+145 LBS. (200 LBS.)	**21**
Level 11 (720 XP)	**480 GP**

Said to owe its origins to giantfolk, the Giantfish is a toned and muscled fish, its hefty physique made obvious by its scaleless skin. It sports a hardened tailfin that it uses to obliterate entire boulders in order to consume the broken-off rocks as its primary diet.

The Giantfish has thick bones for crafters and a substantial amount of meat, but unfortunately tends to be a very tough meal to chew.

GILDED TETRA

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**11**
Level 1 (20 XP)	**4 SP**

Outlined with golden streaks, and patterned with a baby blue to emerald green gradient coloring, this fish looks like a little glittering gem darting through the water. Specifically bred for aquariums, the Gilded Tetra does not occur in nature. It adds an excellent splash of color amongst the bigger fountain fish and will school together if present in large groups. For aquarium collectors, it's recommended to always keep at least two or three, as this fish does not do well when solitary.

GRAVELFIN DACE

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**20**
Level 10 (590 XP)	**340 GP**

A fidgety fish that's a frequent target for larger predators. The Gravelfin Dace is named after its jagged and bony dorsal fin, which is sharp enough to cut through the palette of many would-be predators. Dextrous anglers sometimes use it as an improvised tool to carve other fish or cut through fishing lines.

GREATER ALGAE EATER

SMALL BEAST

Weight	Catch DC
2d4+2 LBS. *(7 LBS.)*	**19**
Level 9 (500 XP)	**260 GP**

A flat-faced bottom feeder, the Greater Algae Eater is a difficult catch for even seasoned anglers, though thankfully a relatively harmless one after being successfully landed. It has a habit of suctioning onto whatever solid surface it can find when harassed, making it difficult to handle while alive.

With a diet of primarily algae, the Greater Algae Eater is something of an acquired taste. It is also prized as a live catch for those looking to maintain artificial ponds or aquariums, as it's able to keep algae blooms in check with relative ease without putting other fish at risk.

GREATER VOID SHARK

LARGE BEAST

Weight	Catch DC
30d10+335 LBS. *(500 LBS.)*	**21**
Level 11 (720 XP)	**480 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the fish begins to thrash about. The Greater Void Shark's Catch DC becomes 25 during the next Fishing Check.

CATCH

Boon. If released right after caught, the Greater Void Shark will offer the angler knowledge beyond comprehension. If the angler accepts, they must make a Wisdom Saving Throw (**DC 20**).

- ***On Failure:*** The target becomes overwhelmed by the Greater Void Shark's 'gift'. The target falls Unconscious for 24 hours, and suffers 10 Fishing Ordeals.
- ***On Success:*** The target gains Proficiency with all Survival Checks. If the target is already has Proficiency, they gain Expertise in all Survival Checks instead.

A gargantuan shark with violet skin and a neon pink set of eyes that glow morbidly in the dark. When opening its maw, there is only an abyss of swirling darkness that no eyes could ever hope to see into.

Legends mumble of entire ships hunting this elusive creature, only to vanish into the abyss of its jaw, never to be seen again.

GREATER VOID SHARK

GREENKNIGHT RAY

MEDIUM BEAST

Weight	Catch DC
4d10+20 LBS. (42 LBS.)	**17**

Level 7 (290 XP) **100 GP**

A circular-shaped manta ray whose back is made of a hard green ore, which is likened to that of a shield, and accompanied by a bladed tail that resembles a longsword. The ray is a swift swimmer known to shield itself between weaker fish and larger predators, battling for the honor of its aquatic brethren.

Popular with knights and lords, this ray is often kept as a pet or given as a gift to signify gratitude to a loyal individual.

GRIMM OYSTER

TINY BEAST

Weight	Catch DC
0 LBS. (0 LBS.)	**18**

Level 8 (390 XP) **160 GP**

CATCH

Hidden Treasure. When opening a Grimm Oyster, roll a d20. On a roll of 18-20, inside the Grimm Oyster is a black-colored Pearl worth 100 GP.

A black-colored mollusk that shimmers with a jet black and charcoal hue, which is said to radiate a gentle hum of music when a creature approaches them with loss or sadness in their hearts.

GUARDIAN TRIFISH

MEDIUM BEAST

Weight	Catch DC
10d8+55 LBS. (100 LBS.)	**26**

Level 16 (1,500 XP) **2,800 GP**

CATCH

Combat Catch (PG. 308). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 14,000 GP if it is encountered as a Combat Catch.

This tri-headed fish is a lumbering, muscular swimmer that's highly territorial. It flares its thick red scales at any who would tread on its terrain, ready to tear them apart with all three of its grinning, fanged heads. It is said that powerful devils enjoy keeping Guardian Trifish as pets to defend their homes.

GUILLOTINE CRAB

MEDIUM BEAST

Weight	Catch DC
10d8+155 LBS. (200 LBS.)	**27**

Level 17 (1,800 XP) **4,600 GP**

FISHING ENCOUNTER

Executing Escape. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the Guillotine Crab begins to try and chop away in an attempt to escape. The Guillotine Crab's Catch DC becomes 33 during the next Fishing Check. If the angler fails the Fishing Check, the Fishing Encounter immediately ends.

This lumbering red crustacean is named after its one intimidating appendage, which is more reminiscent of a blade than it is of a claw. The blade is almost twice the height of the crab itself, making it easy to spot in the distance. Honoring its grim name, the Guillotine Crab uses the appendage to cut down with extreme speed and force, almost always bisecting whatever it's hunting.

HERDING MASONFISH

MEDIUM BEAST

Weight	Catch DC
6d8+33 LBS. (60 LBS.)	**23**

Level 13 (1,000 XP) **960 GP**

An engineer of the deep, the Herding Masonfish is a wide, angular swimmer with chiseled features, covered in hard scales that are layered in gray and orange stripes. It uses its tough body to ram into rocks and debris to create obstacles. It then uses its enormous dorsal fin to herd and corner smaller fish against its constructed traps, leaving them no escape.

HIPPOCAMPUS

MEDIUM BEAST

Weight	Catch DC
10d8 LBS. (45 LBS.)	**25**

Level 15 (1,300 XP) **2,000 GP**

An equine-looking fish, the Hippocampus has a pair of muscular upper-body extremities that resemble hooves, which grant it greater mobility in the water. Legends say the Hippocampi are a cursed offshoot of ancient merfolk, damned to become little more than beasts.

HOPE MINNOW

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**23**

Level 13 (1,000 XP) **960 GP**

CATCH

Boon. If released right after caught, the Hope Minnow grants the angler a wealth and good fortune. The next fish caught before 24 hours by the angler is considered double its Market Value.

A skinny wretch of a fish, the Hope Minnow inexplicably manages to survive in these most inhospitable depths, a feat that grants it its name. The Hope Minnow is a fast, stealthy swimmer that zooms from crag to crag, looking for food to forage and evading the many horrendous predators that abound. Sailors say catching a Hope Minnow is a good omen and a sign of great fortune.

ICOSAPUS

SMALL ABERRATION

Weight	Catch DC
10d6+15 LBS. *(50 LBS.)*	**26**

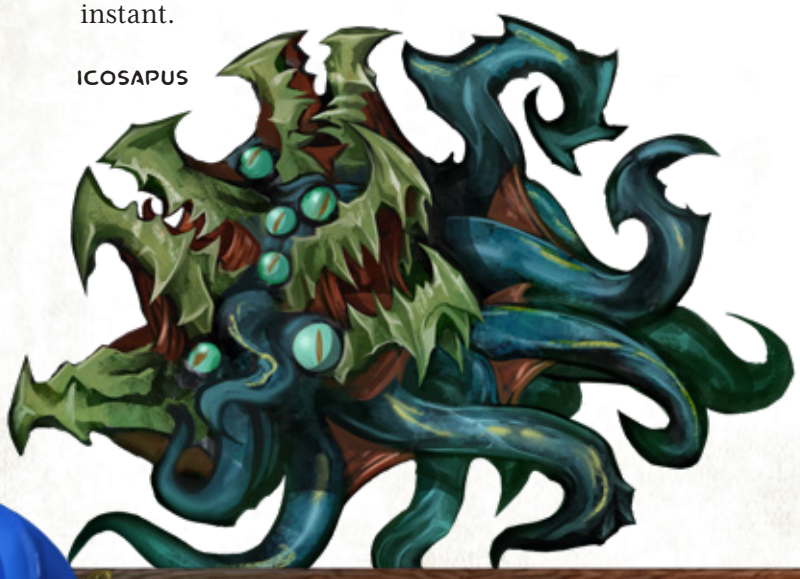
Level 16 (1,500 XP) **2,800 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the fish begins to thrash about. The Icosapus's Catch DC becomes 31 during the next Fishing Check.

A horrifying ball of ravenous beaks and tentacles, the Icosapus is an insatiable hunter driven only to consume. It uses its twenty tentacles to grab and smother its prey while drawing it closer to one of its many horrendous mouths, which never stop biting, even when there's nothing within reach. It is also able to shoot clouds of concentrated toxic ink that blind and confuse its foes. Legends say the Icosapus's ink can drive even the hardest sailor mad within an instant.

ICOSAPUS



INDUSTRY CRAB

SMALL BEAST

Weight	Catch DC
1d6+5 LBS. *(8 LBS.)*	**21**

Level 11 (720 XP) **480 GP**

A cunning and clever creature, the Industry Crab gets its name from its tendency to build an "assembly line" to hunt its prey. The crab uses burrowing and materials such as shells, sticks, and urchins' spines to create a system of tunnels laden with pheromones that attract smaller creatures, which are then trapped and killed by the hazards of the tunnel. The structures are built in such a way that the current will then push the bodies through, shredding them into a chummy paste ready to be consumed by the crab. Industry Crabs are known to decorate the outside of their structures. Some anglers like to keep them as pets, providing them with sizable tanks where they are free to build their elaborate structures.

INFESTED SHARK

LARGE BEAST

Weight	Catch DC
12d10+800 LBS. *(866 LBS.)*	**24**

Level 14 (1,150 XP) **1,360 GP**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the fish begins to thrash about. The Infested Shark's Catch DC becomes 29 during the next Fishing Check.

Though it looks like a regular shark at first glance, its erratic behavior will quickly reveal something is amiss with this predator, which will flail around wildly and try to ram entire boats. When the shark attempts to take a bite, the grisly truth will be revealed: its mouth and tongue have been taken over by a horrendous parasite that not only steals the food the shark catches but also releases powerful chemicals that move the shark against its will in search for more and more prey. The parasite lives inside the mouth until the shark finally starves to death, upon which the invader moves on in search of a new host.

Alchemists and arcanists value the shell of the insidious isopod as a component for enchantment magic.

IRONSIDE GAR

SMALL BEAST

Weight	Catch DC
2d10+4 lbs. *15 lbs.*	**19**
Level 9 (500 xp)	**260 gp**

FISHING ENCOUNTER

Thrash. Once this Fishing Encounter, if the angler would succeed against the Catch DC, the fish begins to thrash about. The Ironside Gar's Catch DC becomes 23 during the next Fishing Check.

A carnivorous fish with scales and flesh as hard as metal. Incredibly difficult to harm by normal means, it has been known to spitefully transmute itself into metal if slaughtered incorrectly.

If the Ironside Gar is killed by any means other than electricity, its body transmutes into solid metal as a final act of spite. In this state, it can't be eaten or taken apart for meat or bones but can be worked like metal into armor, weapons, or tools.

IRONSKIN GUDGEON

MEDIUM BEAST

Weight	Catch DC
10d8+65 lbs. *(110 lbs.)*	**24**
Level 14 (1,150 xp)	**1,360 gp**

An imposing fish with the appearance of a swimming fortress, this long creature is nonetheless quite nimble and fast. It has less scales than the average fish, but each scale could fit in the palm of a child's hand and resembles smooth armor plating. Dubbed "the knight of the oasis", this silver-colored fish is prized by craftspeople for the creation of pieces of protective combat wear.

LELURE

SMALL ABERRATION

Weight	Catch DC
4d6+26 lbs. *(40 lbs.)*	**23**
level 13 (1,000 xp)	**960 gp**

This wretched mess of a creature resembles a mass of pink flesh in the shape of a fish. The Lelure has few bones and swims in a clumsy and erratic fashion as a result. Its face is contorted into a desperate, pleading grin, and pained moans follow its every movement. It is said that wicked souls or disgraced devils are forced to be reborn as Lelures, and condemned to be fished up for all eternity.

JESTERFISH

SMALL BEAST

Weight	Catch DC
4d10+10 lbs. *(32 lbs.)*	**15**
Level 5 (180 xp)	**40 gp**

A moderately sized bright yellow fish with a big red bulb at the top of its mouth. It has fins that expel outward like human fingers, capable of clapping together in the water or making jazz-like motions. These fish are known to gravitate toward people with a sense of humor and create a "honking" noise with their bulbs when exposed to laughter.

Jesterfish is a popular pet for children on the coast and is commonly sold in markets or during festivals. If this fish is kept in an environment devoid of laughter or joy, it can die within 24 hours.

JUNKFISH

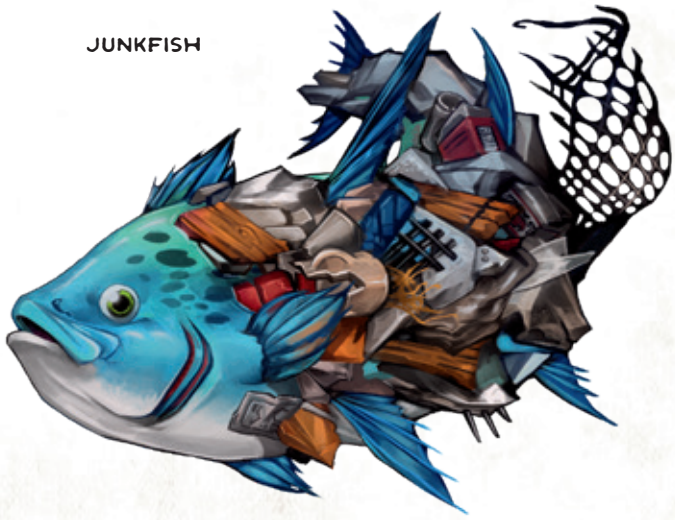
SMALL BEAST

Weight	Catch DC
1d6+37 lbs. *(40 lbs.)*	**26**
Level 16 (1,500 xp)	**2,800 gp**

CATCH

Junk Carve. When an angler successfully Carves this fish, in addition to the parts Carved, the angler also rolls on the Junk Table they caught this fish from, acquiring the result.

The Junkfish is an amalgam of metal, wood, and various other pieces of refuse, fused together with the scaly body of a fish. As it traverses the deep waters, it frequently becomes entangled with new pieces of junk from the surface, growing ever larger and more jagged until the weight becomes too much for its body and it becomes pinned to the murky bottom where it perishes under a pile of scrap.



KELPIEPHIN

MEDIUM BEAST

Weight	Catch DC
20d10+100 LBS. *(310 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

CATCH

Fearshift. When caught, the Kelpiephin will attempt to change its form into a creature that the angler fears most. They must make a Wisdom Saving Throw (**DC 15**).

- ***On Failure:*** The target becomes Frightened of the creature, throwing it back into the ocean.

At first glance, the Kelpiephin appears to be little more than an average dolphin with a pale green hue, covered with long kelp vines that mimic a mane. Yet, those that catch this fish will soon find that there is much more than meets the eye. Its form can shift at will, making it a difficult fish to acquire, compounded by the fact that anglers who stare too long may soon see a vision of true terror.

KINGCRAB

SMALL BEAST

Weight	Catch DC
2d4+8 LBS. *(13 LBS.)*	**16**
Level 6 (230 XP)	**60 GP**

An aggressive species of crab with a bright red carapace, typically adorned with a golden coral growth on their heads that mimics the appearance of a crown. Its claws and appendages are twice the size of an ordinary crab.

Famously delicious and easy to cook, Kingcrabs are often served to royalty that house themselves on the coastlines and have a price point to match.

KNIFETAIL SNAPJAW

SMALL BEAST

Weight	Catch DC
10d8+100 LBS. *(145 LBS.)*	**11**
Level 1 (20 XP)	**4 SP**

An aggressive turtle with a nasty bite. This hard-shelled vegetarian has developed its bite as a method of defense rather than hunting prey. Some locals enjoy using this reptile as security for their own ponds or gardens due to its aggression, though doing so comes with risks, as it is notoriously difficult to train.

KOINE

TINY CONSTRUCT

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**13**
Level 3 (70 XP)	**10 GP**

The creation of city mages, the Koine is actually a construct fashioned from the many coins and trinkets tossed into the fountains by city residents. Set into the shape of a carp, the coins are given animated life to delight and entertain. Unsurprisingly, it is a favorite target of fountain thieves looking to make a quick profit.

LANCERFISH

HUGE BEAST

Weight	Catch DC
10d12+935 LBS. *(1,000 LBS.)*	**27**
Level 17 (1,800 XP)	**4,600 GP**

This impressive specimen gets its name from the long, bony appendage that dominates its face, which resembles a jousting lance and is just as deadly as one. Lancerfish are known to duel each other by ramming violently into their rival in order to establish dominance. Some devils jokingly refer to these fish as the souls of foolish knights who fell in the name of lost causes and deranged monarchs.

LEATHERFISH

SMALL BEAST

Weight	Catch DC
8d6+12 lbs. *(40 lbs.)*	**27**
Level 17 (1,800 xp)	**4,600 gp**

This terrifying creature is spoken of in hushed tones, as it is believed to gain power every time its name is said aloud. The Leatherfish has a flat, wrinkly brown body that grants it its name. It is an ambush predator that lurks on the bottom of ponds and oases, waiting to engulf and smother careless prey by folding its body on itself.

LOVE

MEDIUM BEAST

Weight	Catch DC
10d8+95 lbs. *(140 lbs.)*	**29**
Level 19 (2,200 xp)	**12,600 gp**

FISHING ENCOUNTER

Bonding Blessing. If Love is caught and released, you and another willing creature of your choice may be bonded becoming a fateful pair. While you and the target are within 30 ft. of each other, any damage inflicted to either creature of the fateful pair can be reduced - with the reduced damage instead inflicted to the other creature of the fateful pair. If one creature of the fateful pair is killed, so is the other. This effect can only be removed by the Wish spell.

Damnatio Memoriae. If Love is caught and killed, when you die, every creature that knows you will instantly forget anything related to your existence. This curse can only removed with a Wish spell.

This exuberant fish shines with every conceivable color as it swims, its silky, wispy fins swaying in the water behind it. It is a plump creature with wide eyes that moves fearlessly through the water, as it is neither hunter nor prey. Love is a migratory fish that travels between the many primordial pools of the deep sea. Its presence in any particular pool heralds a season of bountiful food and serenity for its inhabitants. Love can be seen frolicking with any and all of the creatures that dwell in the pool.

If Love is captured, it will communicate telepathically with the angler, cheerfully explaining that it is needed by the creatures of the deep and that not releasing it would be dire for both the angler and the ocean floor at large. It will offer a blessing in exchange for its release.

LILYHOPPER

SMALL BEAST

Weight	Catch DC
1d4 lbs. *(2 lbs.)*	**12**
Level 2 (45 xp)	**3 gp**

A member of the guppy family, this fish is known to sit on lilypads and other aquatic plants, half submerged in the water. Its wide fins allow it swift motion while diving, but also give it a more unusual and unique method of traversal: limited gliding over the water's surface, often hopping from pad to pad, hence its name.

LIMESTONE SQUID

SMALL BEAST

Weight	Catch DC
6d6+9 lbs. *(30 lbs.)*	**24**
Level 14 (1,300 xp)	**1,360 gp**

Once thought to perhaps be a juvenile form of the infamous roper, the Limestone Squid is an entirely different creature with a similar method of hunting. Using its arms, it anchors itself to the bottom of underground lakes and waits, disguised as a rock formation. It waves around special lures on the tips of its longer tentacles to draw prey into range, at which point it rapidly releases its hold on the ground and entangles whatever unlucky fish got too close.

The Limestone Squid is a delicacy in the underground, despite the effort required to crack it out of its stony shell. Additionally, it produces a shimmering, almost metallic ink that fetches a high price from scribes and wizards.

LIQUID ARGENTOSAUR

LARGE ELEMENTAL

Weight	Catch DC
10d12+725 LBS. *(800 LBS.)*	**27**
Level 17 (1,800 XP)	**4,600 GP**

An alloy of flesh and silver, the Liquid Argentosaur is a strange creature able to mold its form into an infinity of shapes. This ability allows it to squeeze through small spaces and adopt a wide array of tactics to hunt and defend itself, which include molding itself into silvery net-like structures or producing serrated appendages. Many anglers have spent their entire careers trying to capture an Argentosaur, driven by the promise of near-limitless silver.

LIQUID ARGENTOSAUR

LIVING INK

SMALL ABERRATION

Weight	Catch DC
2d6+23 LBS. *(30 LBS.)*	**26**
Level 16 (1,500 XP)	**2,800 GP**

A sentient mass of floating ink, coalesced around a central, black orb that houses its organs. This elusive creature is near-impossible to spot in the dark depths, where it dwells feeding on the loose waste matter found on the bedrock of the ocean. The Living Ink leaves a trail of darkness in its wake as it swims, making it a popular target for symbiotic creatures that enjoy the extra camouflage.

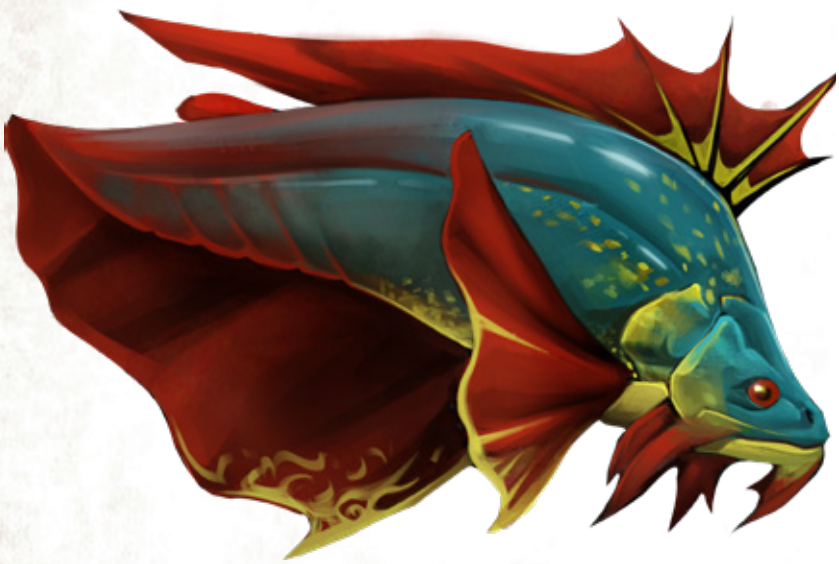
LOST CROWNFISH

LARGE BEAST

Weight	Catch DC
10d12+235 LBS. *(300 LBS.)*	**30**
Level 20 (2,500 XP)	**21,000 GP**

This regal-looking fish swims imperiously through the water. Other fish rarely shoal with the Lost Crownfish, typically steering away from it as best as they can. Local anglers claim that these fish are the souls of unjust monarchs from the material planes, cursed to be left in solitude in the deeps for all eternity.

LOST CROWNFISH



LURE O' THE WISP

SMALL BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

A mostly transparent fish with a glowing organ at its center, this fish is said to lure treasure-hunters to their doom by appearing as glittering treasure in the depths of murky, predator-filled waters.

With its flesh and bones being practically useless as food, this fish is typically caught for the glowing organ's use in alchemy. Some have also taken to using the Lure o' the Wisp as a living light source.

MANGROVE FLOUNDER

MEDIUM BEAST

Weight	Catch DC
10d8+55 LBS. *(100 LBS.)*	**21**
Level 11 (720 XP)	**480 GP**

The Mangrove Flounder has developed a symbiotic relationship with a small mangrove tree that grows into it while it's young. As it matures, it spends much of its time at the surface of the water like a living lilypad, providing sunlight to the plant which in turn provides sustenance to the fish.

Both the fish and the plant provide materials to any angler lucky enough to land a Mangrove Flounder. The fish's flesh is strangely sweet and vegetal, compared by some to carrots or water chestnuts, but is also quite filling. The wood of its small mangrove tree is excellent for making bows, and its flowers have a few niche alchemical properties if caught in the right season.

MANGROVE FLOUNDER

MECHANOFISH

MEDIUM CONSTRUCT

Weight	Catch DC
10d8+155 LBS. *(200 LBS.)*	**23**
Level 13 (1,000 XP)	**960 GP**

Despite its name, the Mechanofish is not, in fact, a fish. Rather, it is a construct in the shape of a pelagic creature. It is covered in ancient metallic filigrees and appears to have been a transport of some sort, long since abandoned. It swims aimlessly through the ocean, seeking to complete a mission for masters that are no longer alive. If hooked, it will deploy an array of mechanical defenses to try to destroy its attackers and carry on traversing the deep waters, transporting old memories to no destination.

MIRRORSCALE MINNOW

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**9**
Level 1/4 (10 XP)	**1 SP**

A frequently seen fish, usually the size of an angler's pinky. With clear, mirror-like scales that act as a reflective surface, this minnow often attracts curious fish seeing their reflections for the first time. This unfortunately ends with the minnow becoming said fish's dinner, more often than not.

Slight and bony, the Mirrorscale Minnow provides little nutritional value when eaten and is often only consumed if there is no readily available alternative. However, this fish can be used as bait when used fresh to help catch a more substantial meal.

MOLTING WRETCH

SMALL BEAST

Weight	Catch DC
1d6 LBS. *(3 LBS.)*	**25**
Level 15 (1,300 XP)	**2,000 GP**

Temporarily stuck between physical forms, the Molting Wretch is a creature in the process of having its body distilled into a raw soulfish. It usually retains some of the features from its humanoid form, slowly being eaten away by the soul pit as it is condensed into a swimmer of pure energy.

MOON MARLIN

LARGE BEAST

Weight	Catch DC
20d10+140 LBS. *(250 LBS.)*	**20**
Level 10 (590 XP)	**340 GP**

CATCH

Boon. If released right after caught, the Moon Marlin will grant the angler Enhanced Darkvision for 10 days. During the duration, the angler can now see up to 60 FT. in the dark, including magical darkness.

A sizeable, slender, pearl-white fish, roughly the length of a traveling cart. There is a sharply pointed horn at the top of its head and is adorned with scales that constantly emit a gentle moonlight. With its sharp horn, this creature hunts under the moon's light, spearing its prey into submission and then consuming them whole.

Said to be blessed by magical patrons of the moon, this fish is said to obey the calls of a higher power and help keep the shores safe from underwater threats.

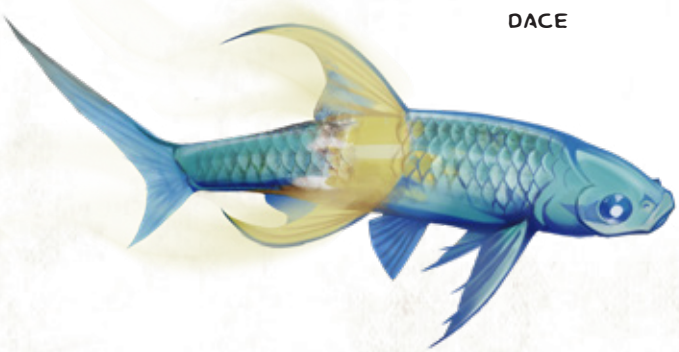
MOONCHASER CARP

SMALL BEAST

Weight	Catch DC
7d6+14 LBS. *(40 LBS.)*	**13**
Level 3 (70 XP)	**10 GP**

A brilliantly white fish with speckled patterns that make it look like the surface of the moon. It glows faintly of moonlight and can be mistaken for the moon's reflection on the water at night. The source of its luminance is a glowing organ located within the core of the fish's body. It is much sought after by alchemists, who use it in the creation of Moonpearls.

There is much debate over the relationship between the Moonchaser Carp and the Moonshimmer Dace. One legend states that there was once a faerie goddess of the moon who ruled over all the waters. In each body of water, she placed an aspect of herself - a fraction of her spirit, who'd roam those waters in guardianship of her realms.



MOONSHIMMER DACE

MOONCHASER CARP

MOONRAY

SMALL BEAST

Weight	Catch DC
10d6+35 LBS. *(70 LBS.)*	**24**
Level 14 (1,150 XP)	**1,360 GP**

CATCH

Boon. If released right after caught, the Moonray grants the angler the ability to reroll a d20 once until the next dawn.

This ancient silver ray appears to take the shape of the moon's current phase due to its ability to become translucent with the celestial waning and waxing of the moon. While in the water, little motes of starlight follow it, which the Moonray uses to camouflage its location by matching the patterns of the night sky in the reflection of the water.

Legends say that the Moonray fell to the planet on a star long ago, and yearns to return to its celestial home.

MOONSHIMMER DACE

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

This fish glows with faint moonlight, and its patterning and luminance are said to reflect the current phase of the moon. This dace is the source of many folk legends, often in conjunction with the Moonchaser Carp. Seeing a Moonshimmer Dace under a clear moon is said to be a good omen. There is a folk tradition of fashioning an amulet of good fortune from the bones and scales of a Moonshimmer Dace caught under the light of a full moon.

MUDMINNOW

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

A common sight amidst the roots of the trees of forested swamps, the Mudminnow is an unassuming creature that works to aerate the soil and stir up the mud as it digs for insect larvae and nibbles on the roots of smaller plant life. Though it's hardly a catch to brag about on its own, it makes for excellent bait for larger, more carnivorous prey.

MUDROCK CATFISH

SMALL BEAST

Weight	Catch DC
5d6+10 LBS. *(30 LBS.)*	**11**
Level 1 (20 XP)	**4 SP**

This fish appears as if a rock sitting in the bottom of a river. It sits still as stone and can mimic the rocks around it. Even in motion, it remains buried under the sands and mud, identifiable only as a rolling mound beneath the silt. The Mudrock Catfish is a popular food fish due to its moist, tender meat and mild earthy flavor that some say tastes like mushrooms. Alchemists use this fish to mimic its muddy camouflage.

NAVIGATOR'S LANTERN LIGHT

LARGE BEAST

Weight	Catch DC
10d20+150 LBS. *(255 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

The Navigator's Lantern Light is the size of a single-person canoe and is famous for its beacon-like glow. This fish can glow as brightly as a lighthouse lantern and regularly swims alongside ships as they come into the harbor. Local myth says this fish was created by a benevolent sea god to guide sailors home from the deep oceans.

Navigator's Lantern Light fishing is often regulated, as they are helpful to docking vessels and considered good luck by sailors.

NEUROLAMPREY

TINY BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**24**
Level 14 (1,150 XP)	**1,360 GP**

A terrifying serpent-like creature with a long gray body covered in black spots. The Neurolamprey has no eyes, ears, or other visible features on its head save for a huge mouth completely covered in jagged teeth that form circular patterns. It can rotate its horrendous gnashers at a high speed, a technique it uses to carve large holes in the skulls of its victims, seeking to feed on the soft neural matter within. Neurolampreys have been known to make their residence within the skulls of sizable creatures whose brains they have devoured.

NAVIGATOR'S LANTERN LIGHT

NOWEI-NOWEI

LARGE BEAST

Weight	Catch DC
24d10+108 LBS. *(240 LBS.)*	**21**
Level 11 (720 XP)	**480 GP**

CATCH

Boon. If released right after caught, the Nowei-Nowei will gift the angler an ocean's bounty. Roll on the Junk Table 5 times, as the items rolled surface to the Fishing Area, immediately caught.

NOWEI-NOWEI

A cousin of the standard tuna, the Nowei-Nowei is sometimes mistaken for a dolphin due to its pale blue hue, long slender body, and tendency to breach the surface of the waves while making high-pitched chirping noises. A laid-back fish, it's not uncommon to see the Nowei-Nowei approach humanoids on the beach or by the pier, accepting food and attention in exchange for a pat on the head or for simple tricks - much to the chagrin of nearby anglers.

The Nowei-Nowei received its name due to an old wive's tale, claiming that there was little chance of an angler catching the fish and keeping it long enough to make it to market. "Somehow, someway, the Nowei-Nowei always got away."

OBLIVION OARFISH

OBLIVION OARFISH

LARGE BEAST

Weight	Catch DC
5d10+50 LBS. *(77 LBS.)*	**27**
Level 17 (1,800 XP)	**4,600 GP**

The Oblivion Oarfish is a massive serpent-like creature that commands respect and fear wherever it swims. Its crimson-red scales, razor-sharp fins, and whip-like whiskers come together to create an incredibly imposing visage, highly visible even when the waters are murky. The other fish that share the area with this vicious creature instinctively give it a wide berth, lest they be ripped to shreds by its brutal bite or bladed fins.

Some superstitious anglers consider the Oblivion Oarfish to be a bad omen, and that catching one signals the coming of the apocalypse.

ORE EEL

MEDIUM BEAST

Weight	Catch DC
10d8 LBS. *(45 LBS.)*	**22**
Level 12 (840 XP)	**680 GP**

The Ore Eel is a massive black eel that seems to be made out of onyx, with sharp fangs that protrude from its perpetually open mouth. This fish is infused with magical energy that enables it to swim not only through the coldest waters, but also through solid stone. While traversing through the stone walls of cave tunnels in search of live prey to ambush, its rocky skin can absorb energy and nutrients from any arcane ore it passes by.

Jewelcrafters enjoy using the Ore Eel's onyx body to accent their crafts, as the fish's stony flesh has a very impressive sheen.

OZHALIBUT

MEDIUM ABERRATION

Weight	Catch DC
10d8+15 LBS. (60 LBS.)	**22**

Level 12 (840 XP) **680 GP**

Mysterious and understudied, the Ozhalibut takes the form of a spherical dome of swirling colors akin to a mirage. It lacks external features or fins and instead swims through water by releasing pockets of gas from holes inlaid throughout its body. Capable of shrinking its form to minuscule sizes, it is able to enter the bodies of other fish, initializing a parasitic relationship. It will remain in its chosen fish until it dies, eventually overtaking the mind and body of its host completely.

PAPER TAIL FLATFISH

SMALL BEAST

Weight	Catch DC
1d20+10 LBS. (20 LBS.)	**12**

Level 2 (45 XP) **3 GP**

The most unusual fish in the harbor, the Paper Tail Flatfish didn't earn its name lightly: Its tail is made of actual scroll parchment, entirely water-resistant. Its method of reproduction is also rather curious. Instead of laying eggs, it strips off bits of its parchment tail. As this piece of scroll parchment drifts through the water, a new fish slowly begins to emerge.

The fish itself is perfectly edible and has light, flaky meat. The tail is quite viable to arcane practitioners for scribing spells.

PEARLSCALE GOLDFISH

TINY BEAST

Weight	Catch DC
1d4 LBS. (2 LBS.)	**11**

Level 1 (20 XP) **4 SP**

An unusual, minuscule fish with bright orange scales and a flowing golden tail fin that dances as it swims. Patches of its scales appear to be fitted with opulent pearls, but in reality are little more than a hardened, hollow scale used to attract mates.

Popular as a pet due to its long lifespan and decorative body, the Pearlscale Goldfish is a typical prize in festivals, attracting many onlookers to games of chance.

PEBBLE PENGUIN

TINY BEAST

Weight	Catch DC
1d4 LBS. (2 LBS.)	**20**

Level 10 (590 XP) **340 GP**

CATCH

Combat Catch (PG. 304). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 1,700 GP if it is encountered as a Combat Catch.

A flightless bird with a coat of white and black, the Pebble Penguin is an unmated penguin that bears a magic pebble upon its forehead, which flashes with a faint pink light. As the penguin gets closer to its one true love, the pebble flashes brighter, until it maintains a permanent glow in the presence of its eternal mate. Upon the hatching of their first eggs, the pebbles from both parents vanish, becoming part of their children's form.

PEBBLE SERPENT

SMALL BEAST

Weight	Catch DC
2d4 LBS. (5 LBS.)	**21**

Level 11 (720 XP) **480 GP**

This noodly catch is a collection of round Pebblefish that attach themselves to each other via a long and slender pseudopod in order to shoal together and share resources.

PAPER TAIL FLATFISH

PELAGIC ORB

MEDIUM SWARM OF SMALL BEASTS

Weight	Catch DC
10d8+60 LBS. *(105 LBS.)*	**24**

Level 14 (1,150 XP) **1,360 GP**

CATCH

Combat Catch (PG. 308). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 6,800 GP if it is encountered as a Combat Catch.

This almost perfectly spherical wriggling mass is actually a school of fish, tightly bound together by an unknown force. The fish swim violently into each other, causing the core of the orb to be a chummy mess of maimed fish remains. Pelagic orbs "swim" directionless in the ocean, drifting wherever the strongest group of fins take them and pulling in unfortunate new fish into an ever-growing mass of scales and horror.

PHANTOM BITER

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**12**

Level 2 (45 XP) **3 GP**

This fish is the result of an arcane experiment that escaped into the sewers long ago and has thrived there since. It is the source of some of the tallest tales that urban anglers have to tell, and for good reason: It is entirely invisible. An angler who hooks one has the opportunity to glimpse the outline of its form among the muck, algae, or sewage that has gathered on its body. It is gangly, tube-shaped, with a mouth angled toward the top of its head.

Anglers looking for a Phantom Biter would do well to come prepared with an extra bucket of sewer slime, just to be able to coat their catch in something visible.

PHANTOM MARLIN

SMALL UNDEAD

Weight	Catch DC
0 LBS. *(0 LBS.)*	**28**

Level 18 (2,000 XP) **7,600 GP**

This ghostly fish moves gently through the water, barely disturbing it as it swims. The Phantom Marlin's face is crowned by a broken, jagged spike, which it uses to cause deep gashes in its prey.

PHASE SPIDER CRAYFISH

SMALL BEAST

Weight	Catch DC
2d6+5 LBS. *(12 LBS.)*	**23**

Level 13 (1,000 XP) **960 GP**

This long-limbed, stark white crustacean lives along the walls of subterranean rivers, picking at any plant matter, dead fish, and smaller crustaceans that might happen to drift within reach. Like its larger, much deadlier namesake, the Phase Spider Crayfish is able to phase in and out of the Ethereal Plane in order to avoid predators and sneak up on prey. To the untrained eye, this can make it appear as though this creature appears out of nowhere and vanishes just as quickly, teleporting about at random.

The Phase Spider Crayfish can be difficult to catch due to its loose attachment to the material plane, but many claim its flavor is worth the effort. On top of that, it is a useful reagent for alchemists. It remains viable as an ingredient for a very short window of time after being killed, and it can be extremely difficult to keep one in captivity for long. Anglers must be ready to process them quickly after fishing them up.

PHOBOS

MEDIUM ABERRATION

Weight	Catch DC
10d10+445 LBS. *(500 LBS.)*	**30**
Level 20 (2,500 XP)	**21,000 GP**

CATCH

Combat Catch (PG. 309). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 105,000 GP if it is encountered as a Combat Catch.

Legends among surface dwellers tell that the farthest fathoms of the ocean are places where only terrors dwell. This creature is the feeling of fear given form and is happy to prove the legends true. A vaguely humanoid-looking mass of crooked limbs, Phobos moves by flailing its webbed appendages wildly and at a terrible speed, creating irregular waves around it as it skitters towards its victims. It has been known to decimate entire crews of explorers, driving them mad with absolute terror and paranoia.

PHOENIXFISH

TINY BEAST

Weight	Catch DC
2d6+3 LBS. *(10 LBS.)*	**18**
Level 8 (390 XP)	**160 GP**

A fish with gleaming red and orange scales, capable of surviving in the incredibly high temperatures of volcanic waters. Its fins flow dramatically in the bubbling currents, and when struggling on the hook it has been compared to a living fireball. Special care must be taken when hooking and handling this fish, as it can absolutely achieve temperatures matching that appearance. It's said that if a fight with a Phoenixfish goes on long enough, it's possible for the fishhook to melt in its mouth entirely.

The flesh of a Phoenixfish is almost entirely immune to fire, making it impossible to cook. Properly-butchered specimens can be eaten raw, but many anglers and collectors prefer to keep this fish alive for its ability to boil the water it lives in, and for its ethereal beauty. Although difficult to butcher for food, water boiled by the Phoenixfish tends to gain a somewhat spicy property, making it still valuable for chefs who want to add a bit of kick to their stews and soups.

PLUMP CHUB

TINY BEAST

Weight	Catch DC
2d4 LBS. *(5 LBS.)*	**22**
Level 12 (840 XP)	**680 GP**

This rotund, almost perfectly-spherical red fish has thick fat deposits all over its body, making it an extremely desired meal for predators and anglers alike. Skilled cooks filet the soft meat of the Plump Chub in thin pieces marbled with fatty tissue. The small cuts are then lightly seared over a hot stove, served over rice or noodles, traditionally with a savory peanut sauce.

POWDERED PRAWN

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

The Powdered Prawn is roughly the size of a fist, and its shell is speckled with glimmering motes of color. It's fairly numerous in mountain waters, but its value recently increased when a particularly influential and eccentric noble attended a ball wearing several on his head. Now it's a fashion craze, and wealthy socialites will pay nicely for live Powdered Prawns to decorate their wigs.

PHOENIXFISH

PRIMORDIAL CHAOSFISH

GARGANTUAN FIEND

Weight	Catch DC
10d20 x 1,000 LBS. (105,000 LBS.)	**30**
Level 20 (2,500 XP)	**21,000 GP**

CATCH

Combat Catch (PG. 310). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 105,000 GP if it is encountered as a Combat Catch.

This titanic creature has been locked away in the very bottom of the lava system of the hellscape, and only seldomly manages to emerge towards the surface. The Primordial Chaosfish is a being of pure possibility, with an unstable form that seems to shift ever so slightly whenever it moves. From within its silvery gray body, torrents of multi-colored energy flow into the air, sometimes crackling with sudden bursts of electricity or light. It is not infrequent for smaller fish and lava plants to materialize spontaneously around the Primordial Chaosfish when it swims. Infernal legends speak of this massive fish as an antithesis of everything devil society stands for, and that the first archdevils took it upon themselves to imprison it in the deepest recesses of the plane.

RAINBOW FROG

PRIMORDIAL TARDIGRADE

SMALL BEAST

Weight	Catch DC
6d6+4 LBS. (25 LBS.)	**25**
Level 15 (1,300 XP)	**2,000 GP**

This chubby-looking eight-legged beast is known for foraging peacefully in the primordial pools, casually feeding on kelp and other organic matter. It has no eyes to speak of and orients itself by sensing the electric fields around it. It has long claws on the tip of each of its eight feet, which it uses to grab and manipulate food as well as hold on to a solid surface when it rests.

PRISMFISH

TINY BEAST

Weight	Catch DC
2d6+5 LBS. (12 LBS.)	**25**
Level 15 (1,300 XP)	**2,000 GP**

The Prismfish is an almost entirely translucent fish covered in jagged, shimmering scales. Though its skeleton and internal organs can be easily seen, the flesh, skin, and scales that contain them are nearly invisible when submerged.

Because of its crystal clarity, Prismfish scales are useful to jewelers and other specialists as a renewable source of lenses.

RAINBOW FROG

TINY BEAST

Weight	Catch DC
1 LBS. (1 LBS.)	**10**
Level 1/2 (10 XP)	**2 SP**

A slimy green-skinned amphibian with robust legs that allow it to jump great distances. This petite creature can fit into the palm of a hand easily. When a Rainbow Frog is happy and secure in its environment, its skin will shift between every color of the rainbow every few seconds, leaving a dazzling trail of color behind itself when it leaps. This feat is rarely seen in nature due to the constant threat of predators, but when well cared for in captivity it may flash these colors as a sign of comfort and trust.

RATTLEHYDRA

LARGE MONSTROSITY

Weight	Catch DC
14d10+123 LBS. *(200 LBS.)*	**24**
Level 14 (1,150 XP)	**1,360 GP**

CATCH

Combat Catch (PG. 312). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 6,800 GP if it is encountered as a Combat Catch.

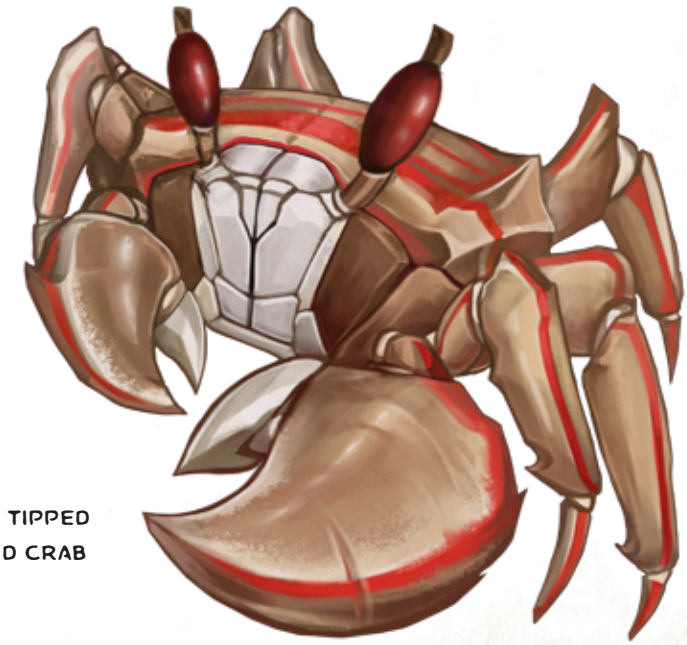
An amalgam of creatures, this terrible and ancient sand-dwelling serpent is covered in rattles that serve as a warning to any would-be foes. Its many noodly heads each lead to a different stomach, making the Rattlehydra an insatiable predator. When an angler finds a distinct trail of gnawed bones under the sands, it's often heralded as a sign of luck, as it means the Rattlehydra has already passed through.

RED TIPPED SAND CRAB

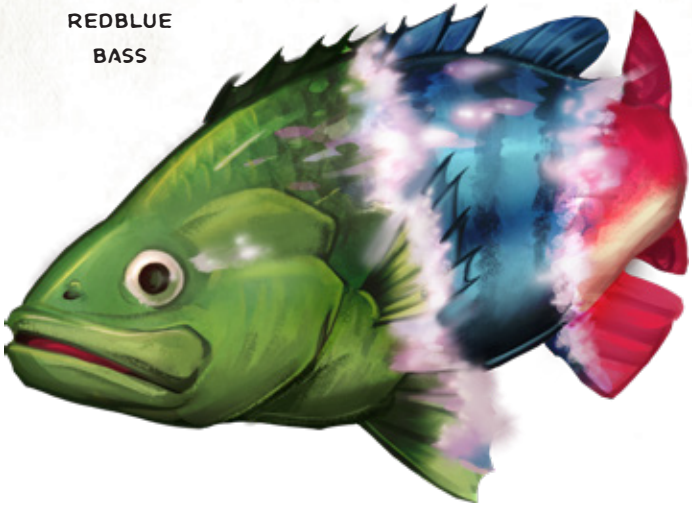
TINY BEAST

Weight	Catch DC
1d2 LBS. *(1 LB)*	**9**
Level 1/4 (5 XP)	**1 SP**

The Red-Tipped Sand Crab can be found in abundance in many bays and harbors. Its shell is a yellowish off-white with a band of crimson red outlining the edges of the carapace and claws. It is a true staple of coastal cooking, and the amount of recipes it's used in are as numerous as the crab itself.



RED TIPPED SAND CRAB



REDBLUE BASS

REDBLUE BASS

TINY BEAST

Weight	Catch DC
1d4+3 LBS. *(5 LBS.)*	**20**
Level 10 (590 XP)	**340 GP**

An average-sized bass, though beyond this it's incredibly difficult to describe. The Redblue Bass has the peculiar quality of appearing different to everyone who observes it, from color, to shape, to species. This makes it difficult prey for predators who aren't certain whether or not it's a viable meal, and infuriates parties of anglers who need to confirm they're seeing different things to figure out what they've caught. This is an illusion and can be seen through by using Truesight.

REDFIN ARTILLERIST

SMALL BEAST

Weight	Catch DC
3d6+10 LBS. *(20 LBS.)*	**23**
Level 13 (1,000 XP)	**960 GP**

This bright-red fish is grafted with strange mechanical parts that whirl as it swims through the ocean waters. It has a set of small cannons attached to the mechanism, which it uses to fire oceanic debris at high enough speeds to damage wooden vessels and sizable creatures. Same sailors call it the Gunnerfish and claim that on quiet nights its tell-tale barrage of shots can be heard in the distance.

RESPLENDENT SOUL

RESPLENDENT SOUL

SMALL UNDEAD

Weight	Catch DC
0 LBS. *(0 LBS.)*	**28**
Level 18 (2,000 XP)	**7,600 GP**

The brilliant soul of a great creature that suffered a grim fate. Molded into the shape of a soul fish by the torrent of the soul pit, it still retains its magnificent aura. Souls like this are extremely sought after by powerful devils, who are willing to pay a premium price in goods or favors in exchange for such a delicacy.

REAPER FISH

MEDIUM BEAST

Weight	Catch DC
10d8+25 LBS. *(70 LBS.)*	**26**
Level 16 (1,500 XP)	**2,800 GP**

This skeletal-faced fish has a set of jagged teeth that resemble scythes. It has a long, black dorsal fin that stretches all the way down its body and flaps in the water as it swims, granting it its grim name. The Reaper Fish uses its terrifying mouth to viciously tear apart anything unfortunate enough to cross its path into minuscule chunks that it then devours.

REED WATCHER PLECO

SMALL BEAST

Weight	Catch DC
1d4 LBS. *(2 LBS.)*	**11**
Level 1 (20 XP)	**4 SP**

Plecos are a type of catfish with a sucker-like mouth that allows them to feed on algae along the bottoms of ponds. Unlike other catfish, plecos have armor-like plating over their heads and upper bodies. This particular variety is known for possessing a plating that is both firm and flexible, making it perfect for crafting certain types of light armor.

RIFT MAW

HUGE ABERRATION

Weight	Catch DC
- -	**27**
Level 17 (1,800 XP)	**4,600 GP**

CATCH

Reality Tear. The Rift Maw cannot be caught, and instead a catch of unknown origins is pulled from this entity. Roll on the Fishing Table 2 times. Add 45 on any result 45 and lower. You instead catch a fish from the first Fishing Table Roll, with the weight and creature type of the second Fishing Table Roll. This catch has the Market Value of the Rift Maw (including Lunker Modifiers).

A tear in the fabric of the material plane from which a disgusting set of teeth and a fleshy tongue jut out, trying to punch through and give passage to whatever enormous creature owns the mouth. Few anglers claim to have even seen a Rift Maw, and fewer still believe their stories, for the implications are too dire to even consider.

ROCK-BELLY TROUT

TINY BEAST

Weight	Catch DC
1d4+1 LBS. *(3 LBS.)*	**8**
Level 1/8 (2 XP)	**2 CP**

Found abundantly in many rivers, the Rock-Belly Trout is an important food fish that serves as a staple diet for many forest communities. It's easily cooked, with a neutral flavor profile that lends itself to a great variety of seasonings and recipes. Its name comes from the unique appearance of its underbelly, which resembles a collection of rocks and pebbles as if it were always half-buried in gravel.

ROOTRASP CARP

SMALL BEAST

Weight	Catch DC
2d10+20 lbs. (30 lbs.)	**16**

Level 6 (230 xp) **60 gp**

A fish with a thick head as well as a mouth full of grinding teeth, the Rootrasp Carp keeps the roots of the trees it lives in clear of abnormal growths and parasites by scraping the bark off near the surface of the water. On still nights, it's sometimes possible to hear the sound of its rasping reverberating up into the trees' branches and shaking loose dead leaves and old fruits.

Given its diet of tree bark and insects, the Rootrasp Carp tends to have a rather bitter, woodsy flavor to it. In regions with the right kinds of trees, however, this can become an almost spicy note that locals find extremely tasty, making it highly sought after as a centerpiece of a meal.

ROTFISH

SMALL BEAST

Weight	Catch DC
6d6+9 lbs. (30 lbs.)	**23**

Level 13 (1,000 xp) **960 gp**

A stinking mass of scales, the Rotfish is held together by necrotic energies despite its advanced decay. It leaves behind pieces of its tainted brown flesh as it swims, and hunts by ramming into careless prey, which quickly begins decaying upon touching the disgusting creature.

RUSTBUCKET BASS

RUDDERTAIL SHARK

MEDIUM BEAST

Weight	Catch DC
4d10+10 lbs. (32 lbs.)	**14**

Level 4 (110 xp) **20 gp**

A frequent visitor of harbor waters, the Ruddertail Shark prowls for herring and other easy meals. The wide elongated tail earns this shark its name and also makes it a swift and agile predator of the seas. Attacks on humanoids are infrequent, though anglers should still take proper precautions when a shark is spotted in the waters.

RUSTBUCKET BASS

SMALL BEAST

Weight	Catch DC
4d4+10 lbs. (20 lbs.)	**17**

Level 7 (290 xp) **100 gp**

Looking more like a hunk of metal ore beaten haphazardly into the shape of a fish, the Rustbucket Bass is a dense bottom-feeder. It can often be seen ramming itself into the shoreline near larger shrubs in order to knock berries, flowers, and insects into the water. It's believed that regularly feeding it can prevent this behavior, and thereby keep it healthier, and its meat more tender.

The oxidized scales of the Rustbucket Bass can sometimes grow together into large, metallic plates that local armorers and weaponsmiths find various uses for. Additionally, the rust itself has alchemical uses, particularly in poisons.

SANDSPIKE FUGU

TINY BEAST

Weight	Catch DC
0 lbs. (0 lbs.)	**22**

Level 12 (840 xp) **680 gp**

This fish has crevices all over its body that collect hardened sand over time, creating spike protrusions across its skin. When it feels threatened, the Sandspike Fugu puffs up its round body, causing the spikes to jut out, forming a terrifying piece of natural armor.

SANDTIPEDE

SANDTIPEDE

HUGE BEAST

Weight	Catch DC
20d20+290 LBS. *(500 LBS.)*	**26**
Level 16 (1,500 XP)	**2,800 GP**

A massive and terrible amphibious insect that is the bane of all things in the desert, both above ground and underwater. The Sandtipede is an enormous worm with a mass of legs on its side, which it uses to burrow and move at tremendous speeds. It has a hard, chitinous exterior that makes for near-impenetrable armor and a wicked bite that can slice a creature in half effortlessly. The Sandtipede's preferred method of hunting consists of trapping its prey within its terrible maw and dragging them underground to feast. Many caravans and anglers have met their end after unfortunately hooking the Sandtipede while fishing in the sand.

SAPPHABETTA

SMALL BEAST

Weight	Catch DC
6d6+9 LBS. *(30 LBS.)*	**25**
Level 15 (1,300 XP)	**2,000 GP**

This glamorous fish's scales are made of royal blue sapphires, accompanied by beautiful fins that dramatically drape behind it as it swims. Difficult to see in dark waters, yet tremendously vain, the Sapphabetta will often seek out sources of light to create a reflection on its scales, even to the detriment of its own survival. It is theorized that this strange behavior could be related to courtship, in an attempt to attract a similarly beautiful mate.

Fished to near extinction for its rare and valuable scales, it is rumored that only the oldest and wisest of the species remain in the depths of the arctic.

SAWFISH

MEDIUM BEAST

Weight	Catch DC
10d8+155 LBS. *(200 LBS.)*	**22**
Level 12 (840 XP)	**680 GP**

This thick, blue fish has a long, serrated "nose" that it uses to pierce and then bisect its enemies. Many anglers tell stories about a sawfish cutting through a fishing line at the very last moment when they almost had it. Capturing a Sawfish with just a regular rod is considered a rite of passage for deep ocean anglers.

SCREAMING SCALLOP

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**17**
Level 7 (290 XP)	**100 GP**

CATCH

Scream (Action - Consumable). You can open the shell of the Screaming Scallop, which releases an ear-piercing screech that anyone within 300 FT. of you can hear. All creatures that can hear the scream within 20 FT. of the scallop must make a Constitution Saving Throw (**DC 15**).

- ***On Failure:*** The target is Deafened for 1 Minute. After the scallop is opened by force, the creature dies.

A tiny bivalve creature that hides within a violet-colored shell. The scallop only shows its tender peach-colored form when opening its shell to feed. If forced open, the creature will release an ear-shattering scream that deafens creatures nearby. While the creature is a popular appetizer at any coastline eatery for its sweet and tender texture, it is also known to be a useful tool for adventurers. Many keep these creatures in aquatic containers and use them for defensive purposes.

SCREAMING SCALLOP

SEA CENTAUR

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**14**

Level 4 (110 XP) **20 GP**

A minuscule orange sea animal that's no bigger than one's palm. It has a wyvern-like body and a horned nose that swims with four curved tails as if galloping through the water like a centaur. These little creatures naturally consume waste and toxic concoctions and expel healing "matter" that promotes a healthy coastline.

Sea Centaurs have no natural predators but are fiercely protected by all aquatic life on the coast.

SHIMMERTAIL CICHLID

TINY BEAST

Weight	Catch DC
1d4+1 LBS. *(3 LBS.)*	**10**

Level 1/2 (10 XP) **2 SP**

This fish is notable for its iridescent, elongated tail that casts prismatic light through the water. The Shimmertail Cichlid's inherent beauty makes it popular with aquarium collectors, though its tail has several alchemical purposes as well.

SHOCKING ASP

MEDIUM BEAST

Weight	Catch DC
8d8+24 LBS. *(60 LBS.)*	**18**

Level 8 (390 XP) **160 GP**

CATCH

Combat Catch (PG. 313). The GM can have this creature immediately initiate combat with the angler when caught. Its Market Value becomes 800 GP if it is encountered as a Combat Catch.

Though still clearly a reptile, the Shocking Asp has adapted to life primarily lived in the muddy waters of the shrub swamps. Specialized glands allow it to send jolts of electricity into the water around it, stunning potential prey even before it manages to sink its fangs into them to inject its lethal venom.

So long as the head is avoided, Shocking Asps make for surprisingly good eating. Live specimens can also be milked for their venom, though the process is tricky without the proper gloves and equipment.

SINGING LIONFISH

MEDIUM BEAST

Weight	Catch DC
10d8+55 LBS. *(100 LBS.)*	**25**

Level 15 (1,300 XP) **2,000 GP**

The Lionfish's body is covered with a multitude of long, flowing appendages that it uses not only to intimidate predators, but to hunt as well. The appendages are littered with tiny spikes and curved barbs that injure and grab anything unfortunate enough to find itself caught among them. These sharp spines are also covered in toxic matter from all over the ocean, deposited there as the Lionfish swims, which both hurts its prey and begins to liquefy it for the fish to consume later. The barbs emit a deep, violin-like sound as they rub against each other while the Singing Lionfish swims, granting it its musical name.

SIREN TETRA

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**9**

Level 1/4 (5 XP) **1 SP**

No bigger than a gold coin, this brilliantly colored fish can be found in many freshwater ponds and streams. Long flowing filaments from its fins resemble the hair of a siren swimming beneath the surface, causing it to be the source of many legends amongst forest villages. Popular for aquariums, it can also be used in the creation of Siren Song Lures.

SIX-LEGGED BITTERLING

SMALL BEAST

Weight	Catch DC
4d8+2 LBS. *(20 LBS.)*	**20**

Level 10 (590 XP) **340 GP**

A creature from ancient times, the Six-Legged Bitterling looks like a cross between a reptile and a fish. It has six articulate appendages on the sides of its body that help it burrow through sandy and muddy terrain. Its tan skin helps it camouflage between pockets of earth, where it lies in wait for prey, which it then grabs with its vestigial "hands", seeking to smother it under the ground.

SLENDER DRESSFISH

SMALL BEAST

Weight	Catch DC
4d6+16 LBS. (30 LBS.)	**23**
level 13 (1,000 XP)	**960 GP**

This colorful and elegant fish has a long iridescent tail that flows in the water as it swims, creating a delicate and almost phantom-like pattern behind it. Avant-garde tailors in large cities have been known to use sections of its tail as adornments for their statement pieces, and wealthy collectors often pay a premium for these beautiful fish to decorate their homes.

SLUDGE-EATER EEL

TINY BEAST

Weight	Catch DC
1d2 LBS. (1 LB)	**9**
Level 1/4 (5 XP)	**1 SP**

This dark purple sewer fish feeds off of the slime and offal that gathers within the sewer canals, acting as a sort of natural cleaning system. Its numbers are maintained by local sewer workers, who deploy them for their ability to feed off of wide amounts of sewage build-up. Because of this, overfishing of Sludge-Eater Eels is often prohibited. Nevertheless, it is a frequent catch in the sewers that is often hard to avoid. It makes a great cleaner fish for personal aquariums as well.

SMILER

SMALL BEAST

Weight	Catch DC
2d6+10 LBS. (17 LBS.)	**27**
Level 17 (1,800 XP)	**4,600 GP**

This fish has no apparent eyes or other features other than a wide, toothy mouth, eternally stretched into what appears to be a wicked grin. The Smiler is a blind fish that orients itself by emitting a horrifying loud noise that sounds like a deranged cackle. The sound helps it find its way to its frightened prey, which it then devours using its many jagged teeth.

SNAPPING MINNOW

TINY BEAST

Weight	Catch DC
0 LBS. (0 LBS.)	**17**
Level 7 (290 XP)	**100 GP**

A silver fish no longer than a palmspan, the Snapping Minnow has a deceptively meek appearance but hides a mouth of razor-sharp teeth. This makes it a difficult catch despite its size, as it can chew through lines and even hooks with ease.

Though far too scrawny to be of any use as food for anglers, it serves perfectly well as a bait fish in order to catch more filling prey. Because of its unique teeth, it can be reshaped into powerful hooks that also function as an effective bait spinner.

SNARE-TOOTH GAR

LARGE BEAST

Weight	Catch DC
19d10+190 LBS. (300 LBS.)	**13**
Level 3 (70 XP)	**10 GP**

A true monster of the rivers. Averaging 8-10 ft. in length, the Snare-tooth Gar is a fearsome predator that will feed on anything it can snap its jaws around, from other fish to wading animals. It's even been known to attack bears, with the ensuing battle being a sight to behold. This aggression makes the Snare-tooth Gar a true challenge for anglers out to make a name for themselves, as this fish puts up an extraordinary fight when hooked. Its long, hooked incisors make excellent spear tips.

SNOWFISH

SMALL BEAST

Weight	Catch DC
5d6+10 LBS. (27 LBS.)	**21**
Level 11 (720 XP)	**480 GP**

The Snowfish is a shimmering white fish with a snowflake-patterned mane of gray scales floating across its face. This mane reshapes into a different pattern each dawn and is rumored to never have the same pattern twice. Delicate and sensitive to contaminated waters, the Snowfish thrives in a pristine and clean environment. If the water quality becomes poor, it will exude a frigid aura to encase itself in a block of ice, where it will wait in a frozen sleep until the water becomes clean once more.

SOLAR SNAPPER

SMALL BEAST

Weight	Catch DC
5d4+8 LBS. *(20 LBS.)*	**18**
Level 8 (390 XP)	**160 GP**

A rectangular fish with golden scales that reflects sunlight like a mirror. The creature's natural mirror-like scales make it difficult to spot during the daytime sun, but the reflection is much more muted and easy to spot at night.

The scales of the Solar Snapper are popular for use in compact cosmetics, as the mirrored scale not only provides a clear reflection but also a soft glow that lights the face of the one gazing upon it.

SOVEREIGN SNAKE

MEDIUM BEAST

Weight	Catch DC
4d10+8 LBS. *(30 LBS.)*	**17**
Level 7 (290 XP)	**100 GP**

CATCH

Charm. After catching the Sovereign Snake, make a Wisdom Saving Throw (**DC 15**).

- ***On Failure:*** You become Charmed this round, and are compelled to release the Sovereign Snake into the fishing area.

A snake with black, red, and gold rings around its body, and a number of jutting, ridged scales on its head that resemble a crown. Similar to its land-dwelling king snake cousin, the Sovereign Snake is nonvenomous - but it does have magic. This magic becomes swiftly apparent when it is stressed, such as if it's hooked and reeled in.

When the Sovereign Snake is captured, it will attempt to hypnotize its captor as a defensive mechanism. Anglers that succumb to the snake's magic are made to release it back into the body of water it was caught from. It can only Charm one creature at a time, so the buddy system is an excellent way to avoid losing a whole day of fishing to its spell.

SPIRIT WALKER CATFISH

SPIRIT WALKER CATFISH

SMALL BEAST

Weight	Catch DC
5d6+10 LBS. *(30 LBS.)*	**15**
Level 5 (180 XP)	**40 GP**

A sacred fish said to originate from the lands of the fey. This fish can breathe air for up to 24 hours. Local legends say that the Spirit Walker Catfish roams the banks of rivers, tending areas of spiritual significance. An angler who comes across this mystical fish would be wise to approach with reverence, as the locals say this is no normal fish, but a type of fey spirit that may reward wise anglers - or punish foolish ones.

SPRING FLOWER BEAD-EYE

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**12**
Level 2 (45 XP)	**3 GP**

The Spring Flower Bead-Eye is a type of goldfish that grows to 4-6 in. in length, featuring a rounded, bulbous body and enormous puffed-out eyes. Its speckled colorization resembles fields of wildflowers and is unique to each individual fish, as no two have quite the same patterning.

SPEARFISHER CRAB

SMALL BEAST

Weight	Catch DC
2d4+8 LBS. (13 LBS.)	**18**

Level 8 (390 XP) **160 GP**

This dome-shell crab half-buries itself in the sediment at the bottom of a body of water in order to disguise itself as a rock. From this hidden position, its articulated tail can be waved about like a piece of watergrass until an unsuspecting fish gets close enough to spear, drag into the mud, and quietly devour.

Though quite large by crab standards, this specimen doesn't make for particularly good eating. However, its shell and tail are often used in the creation of improvised armor, weapons, and tools, with evidence suggesting fully intact dome shells have been used as cooking pots for centuries.

SPEARHEAD PIKE

SMALL BEAST

Weight	Catch DC
1d10 LBS. (5 LBS.)	**11**

Level 1 (20 XP) **4 SP**

A prevalent fish that makes its home in the city canals, the Spearhead Pike is noted for its yellow striping and sharply tapered-off snout. Its body shape evokes the image of a spear darting through the water. It's a popular food fish due to its tender meat and plentiful numbers.

SPECTREFISH

SMALL UNDEAD

Weight	Catch DC
1d20+10 LBS. (20 LBS.)	**23**

Level 13 (1,000 XP) **960 GP**

An existence between life and death, the Spectrefish shifts between a ghostly form of white gas and a solid form of undead scales and meat. Regardless of which form it takes, the Spectrefish's glowing red eyes and oddly humanoid smile are an unnerving sight to behold.

Rumored to be a servant to gods of death, anglers who catch the Spectrefish often recall a cold hand on their shoulder and report a faintness of breath for days after catching such a fish. As such, many settlements regard it as a fish of ill omen.

SPICESQUID

SPICESQUID

SMALL BEAST

Weight	Catch DC
4d4+4 LBS. (14 LBS.)	**16**

Level 6 (230 XP) **60 GP**

CATCH

Companion. You can spend 8 hours bonding with the Spicesquid to make it a companion. Once the Spicesquid is your companion, you can attempt to train it with a Wisdom (Animal Handling) Check (**DC 15**).

Supreme Spice (1/Dawn). When trained, this fish creates a Supreme Spice.

A pearl white squid roughly the size of a child's doll, with crystal-like extrusions on its tentacles. This creature makes the coral reefs or gardens of kelp its home. When swimming, it releases a colored cloud of powder from its tentacles, which transmutes the water to a delicious taste (sweet, salty, sour, bitter, umami).

Popular with bakers and chefs, Spicesquids are usually kept in taverns as a natural source of flavoring, often replacing entire spice racks.

SPIKEFISH

SMALL BEAST

Weight	Catch DC
1d4+2 LBS. (4 LBS.)	**17**

Level 7 (290 XP) **100 GP**

An oval-shaped fish with a slimy green exterior that is dotted with sharp metallic spikes, which are similar to daggers.

When calm, the fish swims as normal with its spikes retracted into its body. However, if angered or disturbed, the fish balloons outward and its spikes shoot in a wide berth, attempting to maim everything within the vicinity.

STARRY-EYED CATFISH

SMALL BEAST

Weight	Catch DC
5d4+20 LBS. *(32 LBS.)*	**21**

Level 11 (720 XP) **480 GP**

The Starry-Eyed Catfish is one of the reasons cavern lakes remain so clean despite all of the sediment, pollution, and fish swirling around within them. Its giant eyes are eternally pointed upwards, looking for the slightest signs of movement and rapidly discerning the shift as either food or threat.

As another of the staple food fish of the underground, the Starry-Eyed Catfish is always a worthwhile catch. It's meatier than most of the other fish in the region and significantly less bony.

STEAMGILL CATFISH

LARGE BEAST

Weight	Catch DC
10d6+30 LBS. *(65 LBS.)*	**20**

Level 10 (590 XP) **340 GP**

The Steamgill Catfish has developed the ability to draw in what moisture remains in the air and convert it into a dense fog. This keeps it wet during dry seasons and allows it to breathe while outside of the water for extended periods. During the cool months, groups of Steamgill Catfish have been known to drift along the surface of the water and fill the air with steam as a means of hiding from avian predators.

Even a young Steamgill can be a hearty meal for a group of adventurous anglers, and the organ that allows it to convert water to steam fetches a decent price from alchemists. Additionally, living specimens can be kept as a sort of biological humidifier.

STEAMGILL CATFISH

STEAMSKIPPER

TINY BEAST

Weight	Catch DC
2d4+3 LBS. *(8 LBS.)*	**17**

Level 7 (290 XP) **100 GP**

The Steamskipper uses its fog-generating abilities to jet out of the water and across small stretches of land in order to travel to distant, otherwise inaccessible pools. The hissing and plopping of its unconventional mode of transportation can be heard on quiet nights.

The steam-generating organ of the Steamskipper has its uses in alchemy. Towns built over waterways also value this fish due to its ability to keep flying insect populations in check.

STEAMTURTLE

MEDIUM BEAST

Weight	Catch DC
10d8+100 LBS. *(150 LBS.)*	**13**

Level 3 (70 XP) **10 GP**

A soft-shelled turtle with vibrant green skin and a brown patterned shell that surrounds its body. Roughly the size of a housecat in adulthood, Steamturtles are easily spotted due to the burst of hot steam that comes from its mouth on a regular basis.

Steamturtles are highly valued in local communities, as they provide a cheap source of warmth for households in the winter, courtesy of their steam breath.

STONESHELL SNAPPING TURTLE

MEDIUM BEAST

Weight	Catch DC
10d8+455 LBS. *(500 LBS.)*	**20**

Level 10 (590 XP) **340 GP**

A moving fortress of a creature, the Stoneshell Snapping Turtle gets its name from its nigh-impenetrable shell, which is several inches thick and made of keratin so compact that it is almost indistinguishable from solid rock. Despite its slow speed, this turtle has powerful neck muscles that allow it to lunge its head forward at an impressive rate, clamping down on unfortunate prey.

STREAM SERPENT

MEDIUM BEAST

Weight	Catch DC
4d10+8 lbs. (30 lbs.)	**20**
Level 10 (590 xp)	**340 gp**

A lesser cousin of sea serpents, the Stream Serpent is an apex predator. Though not sapient, it possesses enough cunning to make its physical might even more formidable, attacking in a hit-and-run pattern once aggravated.

SUNSQUID

LARGE BEAST

Weight	Catch DC
10d10+45 lbs. (100 lbs.)	**26**
Level 16 (1,500 xp)	**2,800 gp**

This resplendent cephalopod is made almost entirely of fluid light, connected to a central body made of reflective tissue that amplifies its brightness. Often confused with sun rays simply hitting the waves, anglers consider the elusive Sunsquid a great omen.

STREAM SERPENT

SWARMKEEPER SALMON

MEDIUM BEAST

Weight	Catch DC
10d6+65 lbs. (100 lbs.)	**21**
Level 11 (720 xp)	**480 gp**

The Swarmkeeper Salmon is an intimidating creature with a distinctly un-fish-like rib cage structure in its lower torso. During much of the year, this simply gives it a distinctive appearance and makes it trickier than usual to filet. During spawning season, however, this cage is densely packed with eggs, and as they hatch, the fry use their parents as a kind of mobile fortress until they are old enough to strike out on their own. Anglers who encounter a Swarmkeeper Salmon in the water may find themselves picked apart by thousands of hungry mouths if they're not careful.

Swarmkeeper Salmon roe is an exotic delicacy and fetches an extremely high price in the distant corners of the world. The meat of the Salmon itself is similarly prized, though it takes a skilled chef to extract most of it from its bony body.

SWARMKEEPER SALMON

TAILORFISH

MEDIUM BEAST

Weight	Catch DC
10d8+55 LBS. (100 LBS.)	**20**
Level 10 (590 XP)	**340 GP**

This fish has a sharp nose and a slim body resembling a needle. It gets its name from its hunting technique, which consists of piercing through larger fish with its pointy body and leaving behind a strong, thread-like substance that hinders the prey's movement, entangling the fish, and rendering it helpless. Its school then swoops in to devour the meal before even larger predators have a chance to arrive.

TERATOMA

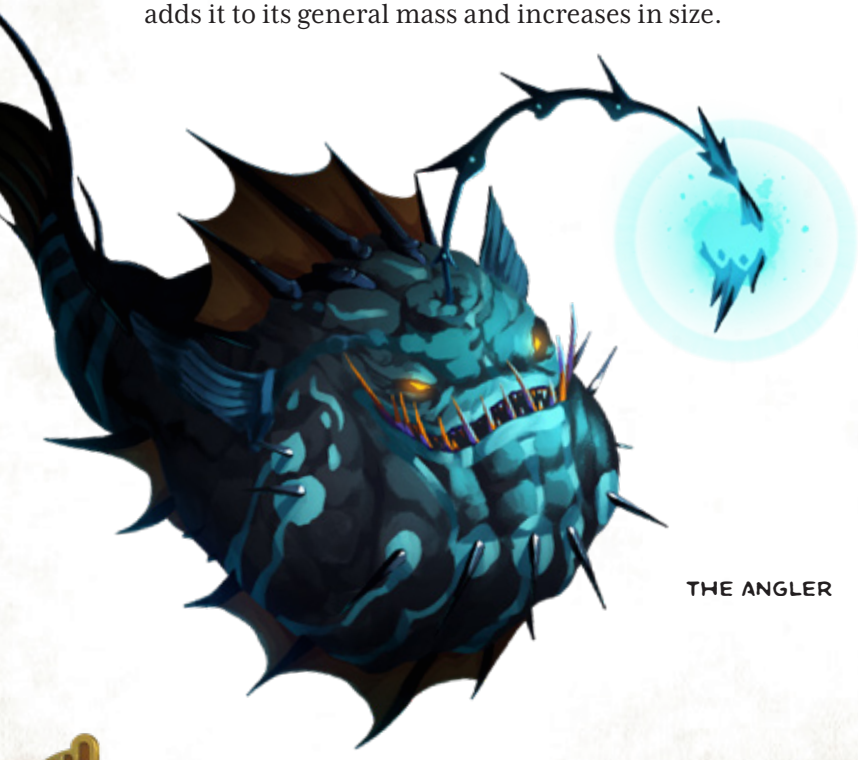
SMALL ABERRATION

Weight	Catch DC
10d6+15 LBS. (50 LBS.)	**26**
Level 16 (1,500 XP)	**2,800 GP**

CATCH

Combat Catch (PG. 313). The GM can have this creature immediately initiate combat with the angler when caught. Its Market Value becomes 14,000 GP if it is encountered as a Combat Catch.

A floating mass of teeth, hair, and skin that floats magically in the water. This horrendous aberration bites wildly with its deformed mouth at anything in range, forever seeking to fill a non-existent stomach. Each time it consumes an unfortunate creature, it adds it to its general mass and increases in size.



THE ANGLER

THE ANGLER

MEDIUM BEAST

Weight	Catch DC
10d10+645 LBS. (700 LBS.)	**30**
Level 20 (2,500 XP)	**21,000 GP**

CATCH

Angler's Blessing (1/Long Rest). When caught and released, The Angler will grant a small glowing orb. You can use the orb to contact The Angler any time you're in the Deep Ocean to learn about a particular topic, as if you cast Legend Lore without needing material components.

Bountiful Carves. When caught and carved, The Angler's parts are worth double its Market Value.

This fish gets its name from the long, fishing-rod-looking appendage on top of its head, which it uses to shed bright light to attract and then catch prey. Its beady little eyes and lumpy flesh make it a rather unnerving sight, but that's hardly the most mysterious thing about this fish. The Angler is an ancient sentient being that relishes fishing as a sport and will be happy to put anglers' skills to the test.

The Angler desires nothing more than to be bested, to witness a feat of fishing worthy of catching even it, the self-proclaimed patron of all fishing. If the party fails the fishing match, The Angler will seem a little dejected but will state that it is not really surprised. It will encourage them to try again in the future and swim away.

THE BIG ONE

MEDIUM BEAST

Weight	Catch DC
Determined by GM	**30**
Determined by GM	
Level 20 (2,500 XP)	**21,000 GP**

Every angler dreams of one day getting the perfect catch, the one supreme fish that will forever cement their status as a fishing legend: The Big One. Every creature that lays eyes on The Big One sees a different beast, one that reflects whatever their own perfect ideal of a fish is. The Big One will appear as large and glorious as an angler's imagination allows.

THERMARCES

TINY BEAST

Weight	Catch DC
2d7+1 LBS. *(10 LBS.)*	**17**
Level 7 (290 XP)	**100 GP**

A pink-grey, scaleless fish that feeds primarily on limpets and little organisms. It's normally found around thermal vents in the deep sea, but stories tell of it swimming so far down into those cracks that it came back out at the tops of mountains. Whether that's true, or it's simply a natural result of fish needing to survive at high temperatures, will likely remain a mystery.

The Thermarces is highly resistant to heat, making it difficult to cook. Its flavor profile is generally described as 'minerally'.

TINYTAIL TREVALLY

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**14**
Level 4 (110 XP)	**20 GP**

A tiny grey-scaled fish roughly the size of a pinky finger. More bone and scale than meat, this fish is best known for traveling in schools of hundreds to thousands of its brothers and sisters, often feeding most of the larger fish on the coast.

Usually, this fish is one of the first fish that children ever catch along the coast.

TITAN ARTHROPLEURA

HUGE BEAST

Weight	Catch DC
10d10+345 LBS. *(400 LBS.)*	**27**
Level 17 (1,800 XP)	**4,600 GP**

This prehistoric amphibious insect can grow up to 20 ft. long. Its body is composed of an interlocked set of brown plates, each about 2 ft. wide and 5 in. thick. It has innumerable semi-articulated appendages on its sides that it can use to swim as effectively as it can walk. The Titan Arthropleura has a set of four spiky grinder-like mandibles that it uses to bore tunnels through hard rock, reducing the stone to little more than fine dust. Legends say that the relentless burrowing of the Arthropleura is responsible for the creation of the deep fractures and trenches that line the ocean floor.

TITAN ARTHROPLEURA

TITAN SNAPPING TURTLE

MEDIUM BEAST

Weight	Catch DC
10d20+190 LBS. *(300 LBS.)*	**16**
Level 6 (230 XP)	**60 GP**

CATCH

Combat Catch (PG. 314). The GM can have this creature immediately initiate combat with the angler when caught. The catch's Market Value becomes 300 GP if it is encountered as a Combat Catch.

True to its name, the Titan Snapping Turtle is an impressive creature that's the size of a man with a rugged, jagged shell. This hefty reptile is slow on land but surprisingly swift in the water, and capable of giving a nasty bite to those who aren't careful. It can stick its tongue out to lure prey, the tip of which has a bizarre resemblance to a Snapping Minnow, down to the scales and eyes.

TITANFISH

LARGE BEAST

Weight	Catch DC
10d10+100 LBS. *(155 LBS.)*	**25**
Level 15 (1,300 XP)	**2,000 GP**

Rumored to have descended from creatures regarded as gods, the Titanfish is known to appear only to anglers of sufficient skill. Its golden form is long and slender, with a silver belly that shimmers in the light. Its iridescent scales seem to reflect any light that hits it, giving it the appearance of an otherworldly glow. The many fins on this creature resemble clouds, and as it swims it almost seems as though it's swimming through a sky of its own making. Arcane in nature, the Titanfish is also capable of some limited flight, using its magic to send a stream of water airborne, which it swims through gracefully.

In ancient times, the sight of a Titanfish soaring through the air wrapped in an airborne watercourse was enough to convince many arctic communities that they had just witnessed a god. This birthed countless legends and myths, some of which are still repeated in the current day.

TYPHOON SHARK

HUGE BEAST

Weight	Catch DC
5d100+495 LBS. *(770 LBS.)*	**20**
Level 10 (590 XP)	**340 GP**

CATCH

Combat Catch (PG. 314). The GM can have this creature immediately initiate combat with the angler when caught. The fish's Market Value becomes 1,700 GP if it is encountered as a Combat Catch.

Also known as the Tyrant of the Coast, the Typhoon Shark ravages both aquatic and humanoid life up and down the coastlines. This shark proves a dangerous enemy on both land and sea alike, as its innate magical abilities allow it to control the winds of the coast, granting it a gale-force tornado in which it can fly across the waters with ease.

Between its vicious teeth and arcane winds that can blast at foes, it can call upon the storms of the coast to deal massive damage to creatures unlucky enough to cross its path. Should the beast taste blood in the air or the water, its hunger for flesh will overtake it, making it a tougher foe to avoid.

VENGEANCE TRAWLER

MEDIUM ABERRATION

Weight	Catch DC
10d8+115 LBS. *(160 LBS.)*	**29**
Level 19 (2,200 XP)	**12,600 GP**

Old druids' tales warn of the dangers of over-exploiting fish through destructive practices like trawling or fracturing, lest the oceans grow angry and retaliate. The Vengeance Trawler grants credence to such legends. This creature bears the shape of a wide net and is covered completely in the destroyed carcasses of marine life, remnants of ancient corals, and other various detritus of the sea. It is unclear whether it's a singular entity, a being of undeath, or simply an unknowable horror, but those unfortunate enough to have encountered it tell of a voracious creature that moves like a ray, chasing and engulfing anything and everything that moves around it and adding it to its grim collection of bone and rot.

VENOMSERPENT

MEDIUM BEAST

Weight	Catch DC
2d8+10 LBS. (15 LBS.)	**14**
Level 4 (110 XP)	**20 GP**

CATCH

Combat Catch (PG. 315). The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 100 GP if it is encountered as a Combat Catch.

This snake-like creature lives in the murky depths of the water, with sharp crimson-gray scales that blend in with underwater flora. The Venomserpent is the apex fishing predator of the plains and only appears when feasting on smaller fish. It is a rather smart creature and is typically wise to hooks and other fishing techniques, making it a challenging catch for any angler.

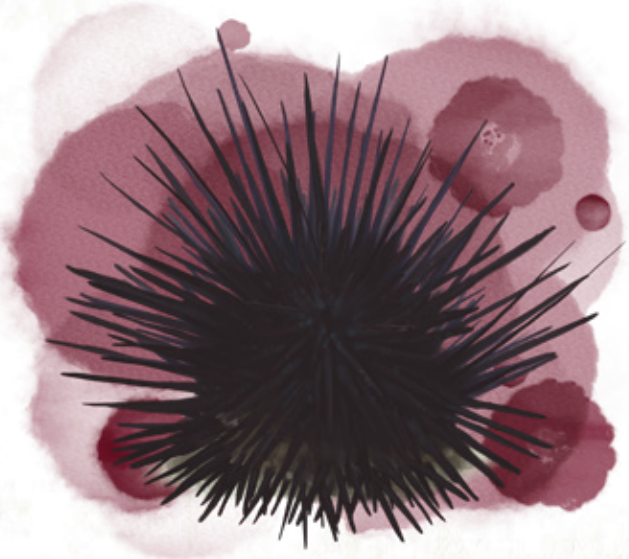
The meat of the Venomserpent is said to be naturally spicy, often paired with sweet fruits or drinks to compensate.

VIOLET SPECKLED LOBSTER

TINY BEAST

Weight	Catch DC
1d2 LBS. (1 LBS.)	**10**
Level 1/2 (10 XP)	**2 SP**

The prize of the harbor when it comes to cooking, this lobster is easily identified by its crimson carapace bespectacled with hundreds of violet splotches. Its meat is tender, buttery, and sweet, putting it in high demand with gourmet chefs.



VOLATILE URCHIN

WATERFALL CLIMBER

VOLATILE URCHIN

SMALL BEAST

Weight	Catch DC
10d6+15 LBS. (50 LBS.)	**26**
Level 16 (1,500 XP)	**2,800 GP**

This creature's body is completely covered with black, venomous spines that it uses to ward off predators as it moves lazily through the bottom of the water. The volatile urchin has an unstable form that is very reactive to fear, and it has been known to explode violently, sending its spines flying in every direction.

WATERFALL CLIMBER

TINY BEAST

Weight	Catch DC
1d8+2 LBS. (6 LBS.)	**22**
Level 12 (840 XP)	**680 GP**

A strange inhabitant of the more rapid and treacherous underground rivers, the Waterfall Climber lives up to its extremely descriptive name. Anywhere that water finds itself tumbling down rocks, this large-finned fish can be spotted leaping between outcroppings, suctioned onto the wet stone as it climbs up toward the water's source. It doesn't seem to mind that the current will likely wash it downriver again as soon as it lets go.

The Waterfall Climber doesn't have much to offer the average angler, having little meat and no real magical properties. However, they provide a valuable service to their ecosystems, eating pests and any wayward plant growths, and as such are generally better off left alone.

WEB-TOED MUDHOPPER

TINY BEAST

Weight	Catch DC
0 LBS. *(0 LBS.)*	**12**

Level 2 (45 XP) **3 GP**

This unusual creature spends as much time on muddy land as it does in the water. This fish's eyes protrude from the top of its head and can look independently in two directions at once. When in water, it makes brief dashes, settling into rocks or floating plants, where it lays still until hunger or danger prompts it to move again. It is not considered good eating but aquarium enthusiasts find it a fascinating addition to a collection.

WHIMSIWHALE

LARGE BEAST

Weight	Catch DC
10d10+400 LBS. *(455 LBS.)*	**27**

Level 17 (1,800 XP) **4,600 GP**

As mysterious as it is colorful, the Whimsiwhale is a massive beast that languidly swims through arctic waters. The glowing rainbow runes that swirl around its body give off an aura of arcane torpor, and those who are caught within its thralls will find themselves emotionally numbed and sedated. The Whimsiwhale is feared and respected in equal measure, as legends say the species came from a realm not of our own in order to dispel sadness and despair from the world. The Northern Lights are rumored to be the remnants of its presence, and despite the danger of its magic, are considered to be an indication of its blessing of peace.

WHISKERFISH

MEDIUM BEAST

Weight	Catch DC
10d8+85 LBS. *(130 LBS.)*	**12**

Level 2 (45 XP) **3 GP**

This unusual fish has a slimy mucus-coated exterior and long whisker-like appendages that protrude from its mouth. It is a massive fish that is as tall and wide as a typical angler, making it have a rather imposing presence upon first sighting. Wise to the antics of beasts and humanoids that hunt it, the Whiskerfish has long learned to feed from the bottom of their habitat, and typically sink rather than float on the water.

WISPY BRIMFISH

MEDIUM BEAST

Weight	Catch DC
15d8+73 LBS. *(100 LBS.)*	**25**

Level 15 (1,300 XP) **2,000 GP**

A black fish with a tough hide, the Brimfish leaves wispy trails of steam in its wake. It is particularly aggressive to other fish and is rarely seen shoaling with others.

An Intelligence (Arcana) Check (**DC 25**) will reveal that the Brimfish is a form of pelagic devil that crossed into the desert through some planar rift. Local legends say that anglers that have caught these fiends suffer terrible nightmares of worlds beyond and are swayed by dark voices to commit heinous acts. Markets in the desert will not purchase Brimfish or any of its components from you.

WHIMSIWHALE

XOLLEROTH

WORLD TREE MITE

SMALL BEAST

Weight	Catch DC
8d6+22 LBS. (50 LBS.)	**23**
Level 13 (1,000 XP)	**960 GP**

These crustaceans feed almost exclusively on the rotting bark of prehistoric trees that once covered lush expanses in the deep ocean before the brunt of life migrated to land. World Tree Mites are thick-shelled creatures with a set of four small claws that they use to break off and consume the matter of the tree.

WORLD TURTLE

LARGE BEAST

Weight	Catch DC
10d10+345 LBS. (400 LBS.)	**17**
Level 7 (290 XP)	**100 GP**

A peaceful creature by nature, the World Turtle still occasionally finds itself falling victim to anglers' lures out of curiosity more than hunger. This extremely bulky and dense reptile harbors a small ecosystem on its shell, allowing dirt and moss to build up until it's thick enough to support grasses, shrubs, and sometimes even small trees. The roots of these plants and the insects they attract provide the turtle with all of the sustenance it requires, allowing it to spend most of its days lazing about and seeking out new places to bask.

It is considered good luck to find and catch a World Turtle, but extremely cursed to kill one or remove it from its habitat. Nevertheless, poachers will still occasionally butcher them for their rare alchemical ingredients, or to sell them to unscrupulous collectors who desire nothing more than to expand their menageries.

WYVERN SHARK

LARGE BEAST

Weight	Catch DC
20d6+330 LBS. (400 LBS.)	**19**
Level 9 (500 XP)	**260 GP**

CATCH

Combat Catch (PG. 315): The GM can have this creature immediately initiate combat with the angler when caught. This fish's Market Value becomes 1,300 GP if it is encountered as a Combat Catch.

The Wyvern Shark is one of the few shark species native to the brackish waters of coastal swamps. Its wing-like pectoral fins allow it to leap surprisingly long distances between viable pools, but its poor eyesight means its success rate is rather low. Though larger specimens will typically find their way back out to sea eventually, younger sharks can end up far inland in search of prey and can find themselves stranded.

XOLLEROTH

HUGE BEAST

Weight	Catch DC
(10d12)x1035+2,850 LBS. (3,500 LBS.)	**29**
Level 19 (2,200 XP)	**12,600 GP**

This enormous fish resembles a sturgeon from the material plane, save for the barbed crown of horns that grows atop its head. It is a non-aggressive swimmer that tends to avoid other denizens of the deep and only fights to defend itself, using its terrifying crown. Legends say that only one of these fish can exist at a time, but that it's always present in one of the lava rivers of hell.

JUNK

"One person's junk can sometimes be an angler's treasure…But usually it's just junk."

- Jembone Jenkins, local raccling angler

It is always exciting when an angler gets a bite at the end of their line, but what gets reeled up isn't always what would be initially expected. The various Fishing Areas of the world house not only the creatures and fish that anglers typically aim for but also society's refuse that has been lost.

However, not all junk is worthless. Sometimes, treasures lost long ago can be found on the end of an angler's hook. Many anglers have taken up the title "dredger" to unearth these forgotten relics.

Alchemist's Travel Bag

When found, this bag contains 1d4-1 Potions of Healing (minimum 0).

1 GP

Algae-Covered Pan Flute

This rather well-crafted pan flute is saturated in moss and algae and was home to a family of little guppies.

0 GP

Alligator Tooth Necklace

Stylish and in perfect condition. You'd feel pretty cool while wearing it.

1 GP

Ally

Everyone in the party rolls Initiative (including yourself). The highest Initiative Roll is hooked.

0 GP

Amber Arm

An ancient monster's arm trapped in a solid piece of amber. Feathers seem to grow along the scaly arm, leading up to long, sharp claws.

200 GP

Ancient Arrow

An arrow of ancient design, from a civilization long thought lost to time. When used as ammunition, the arrow counts as a +2 Arrow.

2,000 GP

Ancient Automaton

Companion (pg. 317)

A rust-covered construct of vaguely humanoid design. Whatever magic or mechanisms might once have powered it is no longer functional, though, despite its age and wear, the chassis is in good enough shape that someone might possibly salvage it.

- Can be kept as a companion after a successful Intellgence (Arcana) Check (**DC 15**).
- If this Check fails, the construct breaks further, increasing the DC by 1 to repair.
- This creature uses the Stat Block of a Companion. It is a Small Construct.
- This creature is unique. If this entry is rolled again while it is in the party, subtract 1d20 from the Junk Table Roll.

500 GP

Ancient Coin

An old coin of a forgotten currency.

1,000 GP

Ancient Holy Symbol

The symbol of a forgotten religion.

500 GP

Ancient Periscope

A cracked contraption with many lenses.

500 GP

Ancient Slag

The remnants of some metallurgy from ages past, this hunk of "metal" appears to be mostly impurities and stone.

400 GP

Antitoxin

A creature that drinks this vial of liquid gains Advantage on Saving Throws against poison for 1 hour. It confers no benefit to Undead or Constructs.

50 GP

Anvil

A smith's workstation.

10 GP

Aristocrats' Portrait

This high-quality oil painting depicts a family of seven stuffy-looking goblins, all with olive skin and a thick head of wavy blonde hair. A small, wrinkled dog sits on the lap of the central figure.

1,000 GP

Awakened Algae Blob

Companion (PG. 317)

This living ball of green goo seems to have taken a liking to you. That, or it's attempting to eat you.

- Can be kept as a companion after a successful Wisdom (Animal Handling) Check (**DC 15**).
- If this check fails, the creature attempts escapes back into the fishing area.
- This creature uses the Stat Block of a Companion. It is a Tiny Ooze.
- This creature is unique. If this entry is rolled again while it is in the party, subtract 1d20 from the Junk Table Roll.

50 GP

Awakened Tree

Combat Encounter (SRD 5.1)

It was bad enough when you thought you'd fished up a dead log, but when it split open to reveal a maw of splintery teeth, things went from bad to worse.

0 GP

Baby Crocodile

Companion (PG. 317)

As you reel in this feisty little critter, it begins to make the most adorable little chirping sounds, and it's steadily rising in volume.

- Can be kept as a companion after a successful Wisdom (Animal Handling) Check (**DC 15**).
- If this check fails, the creature attempts to escape back into the fishing area.
- This creature uses the Stat Block of a Companion. It is a Tiny Beast with a Swim Speed of 30 FT.
- This creature is unique. If this entry is rolled again while it is in the party, subtract 1d20 from the Junk Table Roll.

1 GP

Baby Penguin

Combat Encounter (PG. 316)

A baby blue and white penguin is pulled up on your rod and immediately lets out a scared cry. You have 1 round to toss the penguin back before a horde of 1d10+5 Penguins arrive to reclaim their lost child.

The Penguins have the same Stat Block as a Vulture, but they cannot fly, their Movement Speed is 20 FT., and they have Resistance to Cold Damage.

0 GP

Bag of Fish Eyes

The contents of this bag are as horrifying as expected.

0 GP

Bag of Fish Scales

Someone's already done the work for you, it seems!

Roll 3 times on the Fish Table of the environment in which you caught this bag. The Market Value of this bag increases by the Market Value of each fish you roll.

VARIES

Bag of Wooden Nickels

A bag full of wooden disks flecked with gold paint. The mildew and wood rot covering them make them even more worthless than they already were.

0 GP

Bag of Marbles

A leather pouch filled with an assortment of brightly colored marbles that glimmer in the sun. A child would love this.

1 GP

Ball and Chain

A rusty, algae-covered ball and chain, its shackle still wrapped around the remnants of a boot and leg bone. The fish dealt with the rest.

10 GP

Ball of Kelp

A tangled mess of slimy seaweed, bound together in a 3 FT. wide sphere. A rotten smell wafts from the inside.

0 GP

Barrel Hoops

A metal hoop used to hold a barrel together, heavily rusted.

0 GP

Battle Cards Game

A set of cards depicting creatures and magic abilities with complex game rules. It contains a deck of red cards and a deck of white cards.

10 GP

Beach Ball

An entertaining toy for sunny days.

0 GP

Bedframe

A very luxurious four-post bed made of exquisitely carved and polished mahogany. The posts are shaped to look like ascending dragon serpents with intricate scale patterns.

0 GP

Beer Barrel

This barrel is still full of craft beer, though minuscule tears in the seals have let some saltwater seep in. It has a strangely refreshing taste.

50 GP

Behemoth Lure

Combat Encounter (PG. 316)

A 5 FT. wide sphere of smelly organic matter pried from some forgotten recess in the ocean floor. As you inspect it, you feel a tug on the currents as a massive amount of water is displaced. You see something fast approaching in the distance as an Aboleth Behemoth barrels towards the delicious meal you hold in your hands.

The Aboleth Behemoth uses the Aboleth Stat Block, except it is a Huge Creature with 19 AC, 235 Hit Points, and is able to make 4 Tentacle Attacks with their Multiattack.

50 GP

Belt of Pistols

A leather belt with 1d4 Flintlock Pistols attached to it. A boarding party's delight.

750 GP

Bird

You pull an entire bird from the water. Not an aquatic bird, either. How did you even manage this?

0 GP

Bitten Canoe Paddle

The paddle is worn, with signs of bear claw marks. Hopefully, the rower made it out safely.

0 GP

Black Bear

Combat Encounter (SRD 5.1)

Some days, everything seems to fall into place. The fish are biting, the sun is shining, and all is going your way. Other days, you hook a bear on the end of your line. This is one of those days.

0 GP

Black Candle

A sizable black candle. It shows no signs of ever being lit.

200 GP

Black Flag

A tattered black flag with a white skull emblazoned upon it.

1 GP

Black Heeled Boots

A pair of black heel boots, connected by a thin strand of sharp leather.

1 GP

Black Lace Parasol

A stylish parasol with filigreed black lace.

10 GP

Black Leather Book

A leather book with many soggy pages that are illegible but appear to be long ramblings of a personal note. The last page, the only legible one, reads "I was wrong."

1 GP

Blighted Claw

This gnarled claw stands as tall as an average human. It is still brightly polished and sharp enough to pierce cleanly through an ox, should it still be attached to its original owner.

1,000 GP

Bomb (Dud)

An otherwise ordinary-looking bomb, this item is a dud and will not function. An Intelligence Check (**DC 10**) reveals this.

0 GP

Bone Shiv

A wicked-looking shiv made from the thick bone of a creature. It has been well-sharpened to a point and has several splinters throughout the shaft that would make for horrendous injuries. Can be used as a Dagger.

250 GP

Book of Prayers

A waterlogged book of soaked parchment bound together with a silver chain and a holy symbol of a local deity. Despite its condition, the prayers inside the book remain legible and easy to read.

400 GP

Bookcase

A fancy piece of furniture with some novels still inside.

1 GP

Boot with a Fish in It

When caught, make a roll on the Fishing Table in this environment. If the roll is a Tiny size fish, you find it inside this boot. Otherwise, it's the corpse of an old fish worth nothing.

0 GP

Boot Mimic

Combat Encounter (PG. 302)

Terrible luck befalls you as you reel in what appears to be a dirty black leather boot at first glance. Unfortunately, as a pair of wicked teeth and a snake-like tongue appear at the heel of the boot, you soon realize the true extent of your misfortune.

0 GP

Bottle of Elvish Wine

It's unopened and adorned with silken ribbons. Made from a passed down technique from elvish distillers, this bottle would be an excellent addition to a wine collection.

50 GP

Bottle of Rum

A sealed bottle of premium-grade rum. It has a glossy label that reads "The Diplomat" which depicts a regal-looking kobold toasting with a glass.

500 GP

Bottled Scream

A simple glass bottle that appears empty but jostles strangely in your hand. When opened, it emits an ear-splitting scream and a powerful gust of wind and then falls silent.

200 GP

Box of Screams

This box is made of warped, deformed wood that looks uncomfortably like many screaming faces melded together. **(1/Long Rest - Action).** When opened, an unrelenting barrage of screaming voices assault anyone in earshot. These screams can be heard up to 300 FT. away. A creature that first hears the screams and is within 30 FT. of the box must make a Wisdom Saving Throw (**DC 13**).

- ***On Failure:*** The target becomes Frightened for 1 Minute. Affected creatures may repeat the Save at the end of each of their turns. A creature that passes the Save becomes permanently immune to the box's effects.

200 GP

Box of Incense

A little box containing 6d6 sticks of aromatic incense. Some people say it helps them achieve meditation and relaxation.

250 GP

Box of Melted Chocolates

A thick metal tin with colorful decorations. Inside is a pool of what was formerly a set of bonbons, now melted into a thick chocolate soup.

0 GP

Braid Case

A glass case that contains a 3 FT. length of gray and white hair, braided flawlessly and secured at the base with an ornamental ribbon. Braids like these are frequently cut as a sign of respect on burial rites for wise elders.

500 GP

Braided Hair

A 5 in. long braided rope of red hair. Wrapped around the braid is a leather band that reads, "Never forget."

0 GP

Brittle Tablet

Combat Encounter (PG. 318)

This stone tablet has been eaten away by the ages and can barely hold its current shape. Touching or reading the tablet shatters it immediately with great force. In its place, a wicked portal forms, and The Visitor appears in its place, immediately attacking anything close to it.

The Visitor uses the Pit Fiend Stat Block. It gains a Damage Immunity to Necrotic Damage. It does not have a Tail or Mace Attack. Its Claw deals 3d8+8 Slashing Damage plus 2d6 Necrotic Damage. Its Multiattack consists of 3 Claw Attacks and 1 Bite Attack. It replaces its Fireball with Vampiric Touch and its Wall of Fire with Blight.

1,000 GP

Broken Alarm Clock

A broken alarm clock covered in seaweed and debris. Seems there are bite marks from a crocodile on the edges.

0 GP

Broken Birdcage

A birdcage that once held a little songbird. From the looks of things, a massive claw broke the cage open.

0 GP

Broken Boomerang (Fredi)

Quest Hook : Childhood Memories (PG. 184)

Half of a child's boomerang, worn and weathered by the water. There are deep carved-out grooves near the break that seem to spell half of a name, "Fredi..."

This item is unique and can only be caught once. If this entry is rolled again, add 1d20 to the Junk Table Roll.

0 GP

Broken Boomerang (rico)

Quest Hook : Childhood Memories (pg. 184)

Half of a child's boomerang, worn and weathered by the water. There are deep carved-out grooves near the break that seem to spell half of a name, "..rico"

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

0 gp

Broken Crabbing Cage

It's twisted and mangled as if it were deliberately smashed.

0 gp

Broken Compass

This compass is in surprisingly excellent condition, considering where you found it. Unfortunately, it was terribly made and appears to consistently point vaguely southeast.

0 gp

Broken Dulcimer

This would require some repair, but it's not entirely unsalvageable.

0 gp

Broken Shield

A resplendent golden shield with the effigy of a cow engraved on it. It has a deep crack that nearly bisects it perfectly.

500 gp

Broken Spear

A broken spear. Looks like someone threw it a little too hard.

0 gp

Broken Magic Staff

The shattered remains of an ancient weapon.

1,000 gp

Broken Toy Soldier

An intricately carved wooden toy soldier with a broken wooden sword and peeling paint. In the right hands, it could be fixed and make a child very happy.

1 gp

Broken Wagon Wheel

The wagon wheel of a cart - snapped in half.

0 gp

Broken Wedding Ring

This delicate wedding band is made of solid gold. Some extreme force has torn it open, leaving two jagged points where there once was an inscription.

500 gp

Bronze Deer Skull

The impressive skull of a deer, clad in bronze. This ornamental piece has an elaborate set of gnarled horns that measure up to 5 ft. wide. Bronze skulls are frequently prized by eccentric aristocrats and occultists in many cultures.

500 gp

Bullet (crushed)

The crushed remains of a bullet that found its target.

0 gp

Bundle of Fishing Wire

A bundle of fishing wire gathered together in an unassailable knot.

0 gp

Bust of an Elderly Man

A carved bust of an aristocratic-looking gentleman. Time has eaten away his nose.

200 gp

Butterfly Brooch

A sizable brooch made to resemble a butterfly with shimmering blue wings. You can admire its beauty without worrying about it flying away!

20 gp

Calcified Arbalest

The stone-covered stock of what was once an exceptionally fine crossbow. With the right tools and know-how, this could probably be fixed up into a fearsome weapon.

1,000 gp

Carved Figurehead

An ornamental deity that has been parted from its ship.

2,500 gp

Captain's Jacket

A fashionable piece of outerwear that has only been improved by the nibbled holes and barnacles covering its surface.

50 gp

Carved Driftwood

A piece of driftwood, which has been carved into with the letters J and A, and a heart in between them.

1 gp

Carved Wooden Sheep

A carved wooden sheep with beady pearl eyes. Staring at it makes you fall asleep much easier.

100 gp

Cat

Companion (pg. 317)

A chubby tuxedo cat meows cheerfully as you pull it out of the water. It immediately starts chasing the fishing line. It doesn't seem to need air to breath.

- Can be kept as a companion after a successful Wisdom (Animal Handling) Check (**DC 25**).
- If this Check fails, the creature attempts to escape back into the fishing area.
- This creature uses the Stat Block of a Companion. It is a Tiny Aberration.
- This creature is unique. If this entry is rolled again while it is in the party, subtract 1d20 from the Junk Table Roll.

0 gp

Cavis Leg Bones

Quest Hook : Lost Limbs (pg. 289)

The leg bones of a cavis, perfectly preserved except for the very tip of the femur bone, which looks like it was bitten off.

This item is limited and can only be caught twice. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

0 gp

Ceramic Tile

A little broken blue ceramic tile.

0 gp

Ceremonial Staff

A dented ornamental staff clad in gold. It is covered in small, unintelligible inscriptions.

500 gp

Chain-Link Rings

A set of six chain-link rings that once held together glass beverages. A fish (46-55 Fishing Table Roll) has gotten trapped inside one. A Wisdom (Survival) Check (**DC 12**) can safely free the fish, which can be considered caught or released back into the wild. On a failed Check, the fish dies.

0 gp

Chair

A hardwood chair.

1 gp

Charred Arm

The flame-licked remains of a humanoid arm, curled into itself by fire. It still has visible tattoos on its forearm. An Intelligence (History) Check (**DC 18**) will reveal the tattoos as the symbol of an ancient order of holy assassins.

0 gp

Charred Prayer Book

This thick tome has been charred almost beyond recognition. Its few remaining pages contain rites and incantations to an unknown deity.

500 gp

Clumped Spices

A 5 lb. bag of delicious cooking spices. They're bound in large clumps because of the water, but they smell like they could still season a meal if put out to dry.

10 gp

Cookie Tin

A case meant for delectable treats.

0 gp

Corkboard

Someone's old mind palace.

0 gp

Chicken Griffon Bone (Drumstick)

A discarded bone of a chicken griffon from the beast's drumstick. Fish have devoured what meat was previously upon it.

0 gp

Cloak of Self-importance

A black cloak with solid gold trim that seems to constantly billow around you mysteriously. While wearing it, you feel as though you're a little more important than those around you.

400 gp

Climbing Pitons and 25 ft. of Rope

How strange, one end of this rope appears to have been hastily cut with a knife...

1 gp

Clockwork Bird

A handheld bird of clockwork.

200 gp

Clump of Bioluminescent Matter

A wad of some kind of biological gunk that glows with a cool, blue light. It's unclear if it's flora or fauna, and it no longer provides enough light to see by.

20 gp

Clump of Hard Sand

A rough cube of packed, hardened sand.

0 gp

Clump of Weeds

At first glance, this almost looks like a fish disguised as plant life! It's not.

400 gp

Coal

A cotton pouch filled with coal. Looks like someone was naughty this year.

0 gp

Coconut

A large, scrumptious, sealed tropical fruit full of delicious meat and water. Eating it grants a creature 1d6 Temporary Hit Points.

10 GP

Collection of Sea Glass

This little leather pouch contains a handful of sea glass stones collected from the shore, total valued at 1d10 GP.

VARIES

Coral Charm

An earring fashioned out of a bright teal coral inlaid with a pearl. While wearing it, whenever you sing, you seem to be a little more in tune than you would otherwise be.

400 GP

Coral Fragment (Pink)

A fragment of bright pink coral that has broken off and been caught on the waves. Could be fashioned into jewelry.

100 GP

Crab Cracker

Similar to a nutcracker, but for crabs

5 GP

Cracked Bow

A cracked longbow, its string long since snapped. A set of initials are carved into the side. A Carpenter's Tools Check (**DC 10**) and 1 hour of time repairs the longbow to working order. If repaired, the Market Value of this item becomes 50 GP.

0 GP

Cracked Flower Pot

It's a little damaged but still usable.

0 GP

Cracked Glass Vial (Green Fluid)

A glass vial with a simple cork. A crack is running up this vial, dripping a noxious green liquid. Attempting to drink the vial requires a Constitution Saving Throw (**DC 10**).

- ***On Failure:*** The target is Poisoned for 1 hour.

10 GP

Cracked Glass Vial (Orange Fluid)

A glass vial with a simple cork, containing a delicious orange liquid sought after by denizens of Hell. When you drink the fluid, you can increase one Ability Score of your choice by 2, or you can increase two Ability Scores of your choice by 1. You can't increase an Ability Score above 20 using this feature.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

40,000 GP

Cracked Glass Vial (Purple Fluid)

A glass vial with a simple cork. If you drink the fluid, you gain 10 Temporary Hit Points.

200 GP

Cracked Rainbow Pearl

Once an opulent pearl, a crack down the middle has rendered it useless.

10 GP

Cracked Sapphire

A cracked royal blue sapphire.

400 GP

Crate of Trade Goods

A sealed crate full of exotic exports.

50 GP

Crawfish Molt

You've found the ghost of a growing crustacean.

10 GP

Crimson Fur Scarf

A scarf made of crimson red fur that has the appearance of a fox's tail. Seems to retain heat unnaturally.

200 GP

Crumpled Dress

This purple silk dress has been crumpled and tossed in the bottom of an inelegant sack. Though wrinkled and somewhat dirty, the dress is a fashionable garment with a signature neckline and black lace details in the waistpiece.

10 GP

Crystal Ball of Memories

A clear crystal ball. When gazing into it, one sees the happiest moment of their childhood.

400 GP

Crystal Fish

A finely-rendered likeness of a local fish species, made from polished quartz.

2,500 GP

Crystallized Skull

A humanoid skull, completely encrusted in crystalline growths from its time spent in the water. This would look incredible with a melting candle on its forehead.

1,000 GP

Cursed Armband

A golden band wrapped tightly around a cracked arm bone. As soon as anyone touches the band with any amount of exposed skin, it will unravel itself from the bone and clasp onto their arm in an instant, wrapping itself tightly around their bicep.

An Intelligence (Arcana) Check (**DC 15**) will reveal that this armband is Cursed to constrict painfully upon its activation by some trigger word and loosen to the point of release with another. There is no sign of what these words might be.

The armband can be removed with a Strength Check (**DC 20**), though that will cause its internal magics to explode violently from the spent armband. Everyone within 5 ft. of the wearer must make a Dexterity Saving Throw (**DC 15**).

- ***On Failure:*** The target takes 3d12 Force Damage.
- ***On Success:*** The target takes half as much damage.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

100 gp

Dark-lensed Spectacles

A pair of spectacles with black-tinted lenses.

5 gp

Decorative Hook

Quest Hook : The Family Heirloom (pg. 268)

A heavily stylized fishing hook formed from a piece of runic steel. Entirely useless for fishing, this item is no doubt valuable to someone, most likely for sentimental reasons. If an angler has encountered Bismuth Hookinhand or visited Hookinhand Tackle before this point, they may recognize elements of the hook as being part of their family's shop logo.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

50 gp

Deck Mop

Great for swabbing decks.

1 sp

Deck of Playing Cards

A full deck of playing cards.

1 sp

Deed of Ownership

A legal document granting ownership of an estate.

5,000 gp

Defective Flotation Device

On closer inspection, this appears to just be painted stone.

0 gp

Deflated Beach Ball

Popped and worthless. You can practically feel the disappointment of whoever previously owned it.

0 gp

Deflated Leather Ball

A punctured ball made of leather panels. It seems like it would be used in some sort of sport.

0 gp

Dented Bucket

Looks like someone kicked it at some point.

0 gp

Dented Watering Can

Dented is being generous. This watering can is all but crushed in completely.

0 gp

Depressing Journal

This is a fine journal made of thick leather and waterproofed pages. The front cover displays the engraved words, "My Hopes and Dreams". The pages are empty.

5 gp

Detachable Hook-Arm

A long metal hook that appears to be attachable to one's arm.

10 gp

Detritus Construct

Combat Encounter (pg. 317)

It is an unfortunate reality that all bodies of water in this world have their fair share of junk, garbage, and lost items littering their floors. As the final stop of many water cycles, however, underground pools and lakes seem to have the highest concentration of detritus. Over time, and with the infusion of wild ambient magics, the junk piles hidden away in the depths can sometimes gather together into horrifying amalgamations of refuse that seek to unleash the water's wrath onto those who would add to this pollution. Unfortunately for many anglers, these behemoths cannot typically differentiate between standard fishing implements and garbage.

This creature uses the Iron Golem's Stat Block. It has half the Hit Points, no Damage Immunities, does not have the Fire Absorbtion ability, and unable to take the Poison Breath action. When this creature drops to 0 Hit Points, it immediately falls apart - but you are able to salvage 3 rolls from this environment's Junk Table.

This encounter is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

4,000 gp

Devil Plushie

A knit figurine of a plump red devil with black horns. It has a black sigil on its forehead and could either be used as decoration or as a child's toy.

1 GP

Dining Table

A well-worn surface for nourishment and communion.

1 GP

Dirty Rag

This washrag is covered in stains and mildew and gives off a powerful odor.

0 GP

Discarded Journal

It's completely waterlogged and nearly illegible. What can be made out are the frustrations of a failed angler.

0 GP

Discarded Fish Hook Amalgamation

Hundreds of discarded fish hooks linked to one other in a ball of sharp metal.

0 GP

Discarded Reptile Skin

The shed skin of a 15 FT. long reptile.

0 GP

Dissolved Daggers

A pair of daggers so eaten away by rust and time that they're little more than handles.

0 GP

Divorce Papers

A leather tube that holds a soggy piece of parchment, detailing a divorce between two unnamed individuals.

0 GP

Dragon Figurine

Companion (PG. 317)

A copper statuette of a dragon covered in intricate runes, with an emerald set into its chest.

- Can be kept as a companion after a successful Intelligence (Arcana) Check (**DC 15**).
- If this Check fails, the figurine vanishes.
- If successful, the figurine becomes a companion. It is a Tiny Dragon with a Fly(hover) Speed of 30 FT.
- While your companion, this creature grants +1 bonus to Intelligence (Arcana) Checks.
- This creature is unique. If this entry is rolled again while it is in the party, subtract 1d20 from the Junk Table Roll.

500 GP

Dragon Scale (Red)

A singular scale of a red dragon. Likely quite valuable to the right artisan, but what it implies about the local fauna has made that a lesser concern for the moment.

100 GP

Drained Fish

You've pulled up an unfortunate fish. Its remains are so mangled that it's impossible to tell what it once was.

0 GP

Drawstring Bag of Game Pieces

A little cleaning and they're as good as new.

0 GP

Druidic Fetish

Soaking wet and covered in algae. Still useful as a magic focus. Cleaning and drying recommended.

1 GP

Dual Ended Cutlery

A strange wooden cutlery, with a carved spoon at one end and a fork at the other. Likely once belonged to a passionate eater.

5 SP

Eel King

A dozen eels with their tails tangled in a knot. Bizarre to look at but not worth anything except to very niche collectors.

200 GP

Elegant Undergarments

A pair of simple undergarments with bright green and orange stripes across its cloth.

0 GP

Elemental Bomb (Dud)

An elemental bomb crafted by a coastal local. An Intelligence (Investigation) Check (**DC 15**) can determine this is a dud.

20 GP

Elvish Leather Cloak

This cloak features leaf-like patterning, elvish inscriptions, and silver clasps at the neck in the shape of ferns. Despite how long it's been floating in the water, it's still in wearable shape.

10 GP

Empty Beer Keg

The keg is strained and broken in spots and the spout is bent.

0 GP

Empty Chest

This chest is full of water and mud and nothing else.

1 GP

Empty Cooling Oil

An empty bottle of what was once a Cooling Oil. People really will throw their trash anywhere, huh?

0 GP

Empty Dragon Whiskey Bottle

An empty glass bottle of dragon whiskey, missing its cork. Holds half a liter of liquid.

0 GP

Empty Mussel Shell

The empty shell of a Flashbang Mussel.

10 GP

Empty Poison Vial

This angular glass bottle is decorated with images of horned creatures and lotus flowers. It has a pungent smell of decay, and a few drops of a thick green liquid still line the bottom.

0 GP

Enchanted Box

A wooden box carved with intricate eye-like patterns on all four corners. The box is 5 in. wide, tall, and long.

When an object is placed inside this box, it becomes immune to Divination spells and cannot be perceived by magic.

4,000 GP

Endiel Sa'Val

NPC Encounter (PG. 192)

You've hooked famed angler Endiel Sa'Val while she was sitting taking a swim! It happens to her more often than she'd like. Quite the introduction if you're meeting for the first time.

0 GP

Engagement Ring

A black velvet box, molded and mossy on the outside but airtight on the inside. Within its box is a golden band with a script reading "Forever and for Always". Appears to have never been worn.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

30 GP

Enormous Manacles

A pair of enormous manacles. These tools of imprisonment seem fit for a titanic being. There are faint scratch marks on the inside.

500 GP

Enormous Metal Spoon

A 6 FT. long brass spoon. You're uncertain if it's meant to be a decorative piece or a titan's eating utensil.

50 GP

Enormous Undergarments

An enormous pair of black underpants, decorated with a green dotted pattern. They look fit for a Large or larger creature.

10 GP

Errant Buoy

The paint is faded and chipped. A snapped line is still tied to it.

0 GP

Espionage Briefcase

A black leather briefcase filled with highly sensitive state secrets from a long-lost kingdom. It details forbidden liaisons, massive embezzlement schemes, and a list of assassination targets.

250 GP

Etched Bracelet

This metal bracelet is fit for a sturdy forearm. It has elaborate etchings all throughout its surface that depict legendary scenes in a dwarven clan's history.

500 GP

Explorer's Journal (Galas Silverstorm)

Quest Hook : A Capital Problem (PG. 258)

This battered journal bears the name of an explorer named Galas Silverstorm and is dated 40 years in the past. The journal describes a quarry of strange limestone somewhere in the desert and notes on other ruins found therein.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

100 GP

Facestone

A rock that eerily resembles your own face.

100 GP

Fallen Bat

Companion (PG. 317)

A waterlogged, flailing bat that has managed to latch onto you or your fishing implement. Its eyes glow with an unnatural light, and it's partially skeletonized.

- Can be kept as a companion after a successful Wisdom (Animal Handling) Check (**DC 20**).
- If this Check fails, the creature attempts to escape back into the fishing area.
- This creature uses the Stat Block of a Companion. It is a Tiny Undead with a Fly(hover) Speed of 30 FT.
- This creature is unique. If this entry is rolled again while it is in the party, add 1d20 to the Junk Table Roll.

0 GP

Fallen Branch

It's bound to happen with this many trees about.

0 GP

Fallen Beehive

Roll a 1d10. On a roll of 8 or higher, angry bees emerge from the beehive, stinging whoever caught this, dealing 1 Piercing Damage. Otherwise, no bees dwell in this hive any longer.

0 GP

Fancy Coat

An excellent coat of the best fashion, impeccably well made. So garishly dyed and colored that it hurts your eyes to look at, complete with permanent Prestidigitation glitter.

400 GP

Farewell Letter

This missive was written by an ancient sailor during their final moments before their ship sank. It goes into detail about their undying love for their partner and two daughters and their regret at not being able to see them one final time.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

0 GP

Fashionable Fey Garment

A minuscule dress perfectly sized for a sprite. It's red with green frills and rather sparkly.

1 GP

Feeling of Dread

Though you felt a distinct pull and weight on your fishing line, it came up empty.

0 GP

Fey's Necklace

A necklace of polished river stones and fish bones. If it isn't thrown back into the water within a minute, the fey who owns it will poke her head out of the water to demand its return and soak you with water if you don't do so.

200 GP

Fiery Laurels

A set of ornamental laurel leaves weaved to form a crown. It appears to be ablaze but is only warm to the touch and can be worn comfortably.

2,500 GP

Firewood Stove

A sturdy cast-iron stove with beautiful curved legs. It has room for six different fires and has been barely damaged by the water. It could be used to cook a hearty meal.

10 GP

Fish Algae

A thick layer of green algae has gathered on your fishing hooks. Little more than a smelly mess to be wiped off and abandoned.

0 GP

Fish Bitten Oar

A relic of someone's unfortunate voyage across these waters. Whatever took that toothy bite out of solid wood is not something you want to encounter any time soon...

0 GP

Fish Carving

This is a finely detailed wooden carving of a Moonshimmer Dace. It's unclear if it was lost or deliberately set free into the waters.

1 GP

Fish Hook (Magical)

A shiny fish hook that never tarnishes. Provides no other benefit over a mundane fish hook.

200 GP

Fish Mask

A mask of wood and bone resembling some strange fish.

50 GP

Fish's Shadow

A slightly terrifying remnant of some ancient, dark magic. You are holding nothing, yet the shadow squirms and struggles as if it were alive. If it is exposed to direct sunlight, it will rapidly dissolve away into nothing.

0 GP

Fish-Shaped Branch

You didn't think tree branches could grow in such a specifically fish-shaped way, but it seems that out here, they do.

10 GP

Fishskin Boots

You're skilled enough to not catch just one boot, but two! Once properly cleaned out, other anglers or locals may be willing to purchase them from you.

10 GP

Flare

A metal rod with a button on the side. Pressing the button fires a bright green projectile 1,000 FT. in the air that emits Bright Light within 500 FT. and Dim Light within another 500 FT. The projectile can be seen from up to 2 miles away. The flare is then depleted.

10 GP

Flask of Blood

A glass flask about the size of a Medium size humanoid's hand, filled with a red liquid. An Intelligence (Nature or Medicine) Check (**DC 16**) can determine it is a flask of Frost Giant blood.

500 GP

Flattering Swimsuit

A very attractive piece of swimwear.

1 GP

Flintlock Pistol (Ruined)

An ornate pistol, rusted beyond repair. The muzzle shows evidence of it being fired at some point.

400 GP

Food Bowl

A pet's dinner table.

0 GP

Forgotten Diary

A leatherbound diary of a young man from a local settlement. Reading it reveals the disastrous affair of two notable names from the community.

0 GP

Formerly Fashionable Cloak

An expensive cloak half-eaten by curious fish.

0 GP

Fortune Cat

A spring-loaded sculpture said to attract good fortune.

25 GP

Fossil

The remains of a large and ancient insect, petrified in a slab of stone. It seemed to have a disturbing number of legs and an equally disturbing number of barbed tentacles.

200 GP

Fossilized Fish

A fish that perished and became entombed within layers of hard sediment. Roll on the Fish Table of this Environment. If the result is a fish, these bones are worth 1/10th the Market Value of the fish. Otherwise, it is considered worthless.

VARIES

Free Diver

Oh no! You caught a diver as they were swimming!

0 GP

Frosted Mirror

A simple hand mirror frosted over with ancient runic patterns. When gazed upon, the frosted reflection of the one you hate most in the world is revealed.

1,000 GP

Frozen Body

A frozen corpse wrapped from head to toe in thick bandages. The angler that hooked this body must make a Wisdom Saving Throw (**DC 15**).

- ***On Failure:*** The target becomes Frightened of the corpse for 1 Minute. A creature can repeat the Saving Throw at the end of each of its turns, ending the effect on itself on a success.

0 GP

Frozen Compass

A brass compass with a rusted chain attached. Despite its position, it always seems to point to the nearest body of water.

0 GP

Game Set

A nice case containing a book of obscure rules for a game and some oddly shaped dice.

10 GP

Gargantuan Bone

A pearl-white bone that once belonged to a Gargantuan size creature of some kind.

400 GP

Gemstone Eye

This ruby eye appears to swivel in your hand, looking eagerly at its surroundings.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

2,000 GP

Glass Tea Set

A tea set made of clear glass, including a teapot and 6 teacups. Any tea brewed and served in this set, regardless of the leaves used, has a faint mint-like taste to it.

50 GP

Globe

A beautiful but outdated globe depicting the planet. It has drawings of terrible monsters in the ocean that are surely strictly decorative.

10 GP

Globescape

A miniature glass globe with a minuscule cabin surrounded by a dense forest.

50 GP

Glowing Rod

A 1 FT. rod of indeterminate material, it sheds dim pink neon light in a 5 FT. radius. You can use an Action to shake it vigorously, causing the Dim Light to become Bright Light for 10 Minutes.

250 GP

Glowing Soul

This sphere of blinding white and yellow light fits in the palm of a hand and hums softly. An Intelligence (Religion) Check (**DC 25**) will reveal it to be of celestial origin. A powerful devil would be willing to trade a favor for a soul as exotic as this.

10,000 GP

Glowing Snail

A semi-aquatic snail that seems slow even for a snail, it glows with an eerie yellow-green light. While alive, the snail sheds Bright Light in a 30 FT. radius and Dim Light for an additional 30 FT. It will stick to nearly any surface and generally will not move of its own accord. If the snail is not immersed in water for at least 1 Hour every day, it will die, and its light will go out.

500 GP

Giant Constrictor Skeleton

Combat Encounter (PG. 317)

Any living entity can be brought back from death by the latent necromantic magics of this wetland. This skeletonized serpent will attack as soon as it's reeled in.

The Giant Constrictor Skeleton has the same Stat Block as a Giant Constrictor Snake, but its creature type is Undead.

0 GP

Giant Rust Shard

This massive hunk of oxidized iron may once have been a great weapon. The shard crumbles into dust the moment your hands touch it.

0 GP

Giant's Spoon

A tarnished and rusted camping spoon the size of a shovel.

10 GP

Gilded Skull

A treasure of an ostentatious necromancer or simply a gaudy paperweight? Whatever its source, this gold-plated skull might fetch a decent price from a collector.

300 GP

Gold Bar

A shiny ingot of pure, solid gold.

7,500 GP

Golden Bell

A bell made of solid gold. When struck, the bell makes a beautiful chime.

500 GP

Golden Chandelier

A statement piece for a fancy ballroom.

250 GP

Golden Laurels

A wreath of ornamental laurel leaves made from pure gold. It has two clips to attach to a person's hair as a luxurious head adornment. These are usually bestowed as an honor to champions and heroes.

1,000 GP

Golden Needle

A minuscule golden needle. You always seem to thread it perfectly on the first try.

100 GP

Golden Spine

This long and curvy humanoid spine is made of solid gold. It is unclear if it was sculpted or transmogrified. Devils would be willing to trade little favors for it.

2,500 GP

Grappling Hook

When tied to the end of a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion.

2 GP

Hair Comb Carved of Amethyst

The design is elegant and flowing, with a spiraling pattern at the grip.

50 GP

Hag's Cauldron Spoon

It's best not to ask what sorts of stews this spoon has cooked. It's surprisingly untouched by moss or algae.

25 GP

Half-Eaten Fish Corpse

The bones are likely still usable, but not much else. Roll on the Fish Table of this Environment. If the result is a fish, these bones are worth 1/20th the Market Value of the fish. Otherwise, it is considered worthless.

VARIES

Hand-Made Fairy Wings

These are pastel-colored and intricately woven. They have seen far better days.

0 GP

Hand Mirror

A beautiful portable mirror. Its bronze frame is decorated with delicate metal flowers and fruit that are jagged to the touch.

250 GP

Happy Crab

Companion (PG. 317)

A little red crab that fits in the palm of one's hand. It appears to dance to and fro with its claws and legs.

- Can be kept as a companion after a successful Wisdom (Animal Handling) Check (**DC 15**).
- If this Check fails, the creature attempts to escape back into the fishing area.
- This creature uses the Stat Block of a Companion. It is a Tiny Beast with a Swim Speed of 30 FT.
- While your companion, this creature grants a +2 bonus to Charisma (Performance) Checks while dancing.
- This creature is unique. If this entry is rolled again while it is in the party, subtract 1d20 from the Junk Table Roll.

0 GP

Heart of the Mountain

A lump of stone in the vague shape of a creature's heart. Said to be the cores of ancient elementals that shaped this plane, these stones have beautiful crystalline structures and are highly prized by collectors and wizards alike.

500 GP

Heart-Shaped Pebble

A pebble in the shape of a heart. Looks like it belongs in a penguin's nest.

10 GP

Heavy Chains

A 20 FT. long chain with enormous, slightly rusted links, typically used to fasten structures and vehicles in harbors.

10 GP

Hellfowl

A disgruntled bird made completely of fire. It is very upset to have been hooked and will attempt to peck at nearby anglers before it's set free.

0 GP

Hellish Symbol

This tarnished effigy is attached to a belt and can be worn around the body. Its ashen surface displays an image of a strange creature with gnarled horns and bony extremities. The symbol buzzes slightly with unholy energies and can be used as a focus for a hellish cleric.

1,000 GP

Honey Cake

This glistening yellow and orange cake is perfectly preserved. It appears plump and moist and yields eight portions.

0 GP

Horned Helm

A war helm with gnarled metal horns.

400 GP

Horned Jumping Spider

Companion (PG. 317)

This creature fits in the palm of your hand and stares at you with several big, round eyes.

- Can be kept as a companion after a successful Wisdom (Animal Handling) Check (**DC 25**).
- If this Check fails, the creature attempts to escape back into the fishing area.
- This creature uses the Stat Block of a Companion. It is a Tiny Beast with a Climb Speed of 30 FT.
- While your companion, this creature grants a +1 bonus to Wisdom (Perception) Checks.
- This creature is unique. If this entry is rolled again while it is in the party, subtract 1d20 from the Junk Table Roll.

0 GP

Horrible Necktie

A hideous example of formal attire.

0 GP

Hot Spring Flyer

An advertisement for the local hot spring, specifically mentioning their local fish.

0 GP

Huge Skull

The crumbling skull of an enormous creature.

250 gp

Huge Snail Shell

The old home of an enormous snail.

250 gp

Humanoid Skeleton

The remains of a humanoid claimed by the sand.

0 gp

Hunk of Petrified Wood

Perhaps it says something about your fishing luck that even down here, miles from the surface, you managed to catch a stick.

0 gp

Hunter's Pantaloons (Soggy)

Someone's pants seem to have floated downstream.

1 sp

Ice

A frozen cube of ice now permanently attached to your hook, unless melted by a fire.

0 gp

Ice-Breaker Eyepatch

An eyepatch made of soft cyan velvet material, cool to the touch. When worn, you are inclined to speak of fun facts about yourself that others might not know about!

200 gp

Ice Coin

A coin of solid ice in the pattern of local currency. Cold to the touch, but seems to never melt or lose its form, even in the presence of fire and heat.

400 gp

Impaled Headlamp

A shattered headlamp with a broken chunk of stalactite speared through its top. You may want to watch the ceilings a bit more carefully from now on.

0 gp

Iridescent Fish Sculpture

This sculpture of a long fish is carved in stone and enchanted to change color every second in a rainbow pattern.

250 gp

Ivy-Embroidered Handkerchief

A silken handkerchief with gentle ivy-green patterns on its side. A silken handkerchief with gentle ivy-green patterns on its side.

1 gp

Jagged Arrowhead

A sharp rock that has been carved into a jagged point - likely from an ancestor of the past.

1 gp

Jar of Bees

A jar full of bees with a cork stopper at the top. The bees have created a jar colony and are somehow still alive. They do not appear pleased.

1 sp

Jar of Buttons

A jar of multi-colored buttons that fits clothing of all types. You'll never be wanting for a spare button ever again.

1 sp

Jar of Dubious Liquid

A sealed jar of something dark, viscous, and smelling of death. The label reads 'Granny's Famous Fish Pickles', but whatever that might have meant, it's not true anymore.

0 gp

Jaw of a Fiend

A magical grafted jaw ornament.

5,000 gp

Jellyslime

A bright blue slime with several tendrils. When touched, it administers a brief shock, dealing 1d4 Lightning Damage. It dissolves immediately after.

50 gp

Jeweled Bead Necklace

A piece of colorful jewelry.

800 gp

Jigsaw Puzzle

A leather sack containing 99 pieces of a 100-piece jigsaw puzzle. No wonder someone threw it away.

1 gp

Jokebook

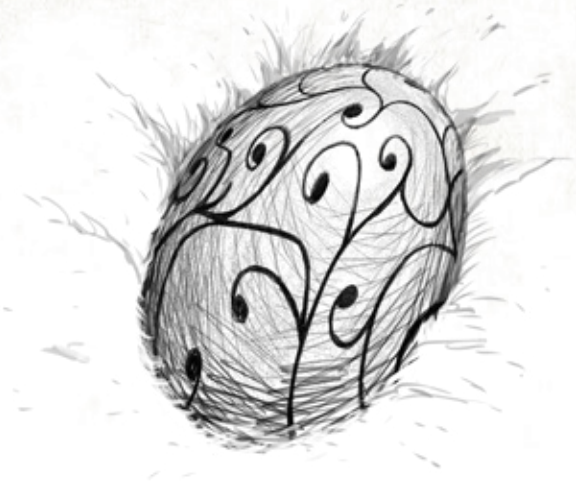
A book filled with jokes that make you grimace. Every page makes you want to throw the book back.

1 sp

Jute Slipper

An uncomfortable shoe.

1 gp



Kitchen Sink

A kitchen sink from a local village. It's still being determined how it got here.

0 GP

Knit Hat

A comfortable head piece with little cat ears.

0 GP

Knuckle Dusters

A pair of shiny, ornate brass knuckles with the initials "R. M." engraved on the painful part. You wonder if a debt collector made it all the way out to sea.

This is considered a Simple Melee Weapon that makes your Unarmed Strikes deal 1d4 Bludgeoning Damage when equipped.

10 GP

Leather Belt

A sharp black leather belt with a serpentine buckle. You swear sometimes you hear it hiss.

1 GP

Leather Bracer

A leather strap that easily fits on one's wrist, adorned with frayed rope and beads.

1 GP

Leather Coin Purse

A well-crafted leather coin purse of high quality which can function perfectly well after drying. Contains 1d10 GP.

VARIES

Leather Flippers

A pair of wide leather shoes with webbed toes. Great for swimming but terrible for sand.

1 GP

Leather Glove

A single leather glove, heavily waterlogged.

0 GP

Leather Messenger Bag

A leather bag likely once used by a courier. When dried, it can hold a maximum of 50 LB.

10 GP

Leather Satchel

An old historian's bag. It contains loose documents.

0 GP

Lily-Patterned Egg

Companion (PG. 317)

A strange egg with green lily-like patterns across its shell.

- After kept in a warm place for 8 hours, this egg hatches becoming a companion, a Flying Snake.
- Can be kept as a companion after a successful Wisdom (Animal Handling) Check (**DC 20**).
- If this Check fails, the creature attempts to escape.
- This creature uses the Stat Block of a Companion. It is a Tiny Beast with a Fly(hover) Speed of 30 FT.
- While your companion, this creature grants the tamer a +1 bonus to Dexterity (Acrobatics) Checks.
- This creature is unique. If this entry is rolled again while it is in the party, add 1d20 to the Junk Table Roll.

0 GP

Limestone Boot

Once, this boot may have been made of leather. Now it's encased in a thick layer of limestone, ensuring it's of no use to anybody except possibly as a projectile.

0 GP

Living Island Eye

The twitching eyeball of an enormous creature.

100 GP

Living Skelefish

Companion (PG. 317)

At first appearing as if you've caught nothing but the skeleton of a fish, this one surprises you by continuing to thrash about the moment it's pulled free from the water.

- Can be kept as a companion after a successful Wisdom (Animal Handling) Check (**DC 15**).
- If this Check fails, the creature attempts to escape back into the fishing area.
- This creature uses the Stat Block of a Companion. It is a Tiny Undead with a Swim and Fly(hover) Speed of 30 FT.
- This creature is unique. If this entry is rolled again while it is in the party, add 1d20 to the Junk Table Roll.

0 GP

Lobster Figurine

This bronze figurine is quite well-detailed and looks like it had once been part of a trophy of some sort.

1 GP

Local Swimmer

A local commoner who unfortunately got hooked by your line during their swim - they're not happy about the hook currently in their body.

A Charisma Check (Persuasion, Deception, or Intimidation) (**DC 10**) is required to maintain a neutral disposition with the swimmer. The Local Swimmer uses the Commoner Stat Block.

0 GP

Locked Scroll

A locked scroll with a broken chain around it. If read, the parchment inside reads "5 days", and does not elaborate.

200 GP

Longboard

A long teal surfing board, one perfect to fit two Medium size creatures who can surf the waves with it, on an Acrobatics Check (**DC 13**) or Athletics Check (**DC 13**) to keep their balance.

0 GP

Longsword Hilt (Rusted)

The hilt of a longsword that's seen better days. Rusted over, there's little more to do with this weapon than just throwing it away.

0 GP

Lost Hat

A dashing hat of possibly elvish origin. It would be quite stylish if not for being completely waterlogged.

0 GP

Lost Lunch Box

A metal tin capable of keeping its contents dry. Roll a 1d20. On a roll of 10 or higher, there is a Ration inside.

1 GP

Love Letter

This perfumed letter is written in a mix of Infernal and Celestial. Its author professes undying love towards the recipient, with a promise to be reunited soon. It is not signed, and no names are mentioned in the text.

0 GP

Lucky Dice

A pair of bright red dice tucked away in a golden pouch. Upon close inspection, it can be determined these are weighted dice.

10 GP

Lucky Coin

This copper coin bears the image of an ancient monarch with two heads, probably due to a production error. You can't help but feel an auspicious sensation from it.

10 GP

Lump of Silver

This amorphous mass of silver is stained black and dented all over. It is made of solid metal and weighs around 300 LB. It can be sold in the material plane, but devils will become distressed and confrontational if they see it, as silver is a harmful material for them.

1,500 GP

Lunchbox

A lacquered lunchbox with a picture of a smiling blonde goblin on the lid and neatly separated compartments inside. It looks like it could fit a meal with all the necessary food groups.

5 GP

Magic Audio Journal

This little wooden box plays the magically recorded musings of an old magic user when opened. The voice goes into uncanny detail about the social turmoils of its time.

100 GP

Mangled Fishing Net

A fishing net caught and ripped beyond repair, discarded by a rude angler.

0 GP

Mangled Trap

The twisted remains of a steel trap, rent apart from the inside and further weakened by rust.

0 GP

Medicine Pouch

Perfectly usable once cleared of algae. Roll a 1d20. On a 10 or higher, there is a Potion of Healing inside.

0 GP

Message in a Bottle

A corked glass bottle with a treasure map inside. An Intelligence (Investigation) Check (**DC 17**) can be made to decipher the map.

- ***On Success:*** After 4 hours of traveling to the location and digging for an additional 4 hours unearths a treasure chest. Inside is 100 GP, a Diamond valued at 300 GP, and 5 Pearls each valued at 100 GP.
- ***On Failure:*** After completing a Short Rest, the Check can be made again.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

0 GP

Monogrammed Coin Purse

A coin purse with a rather unique set of initials embroidered on the side. The coin purse contains 5d12+40 gp.

varies

Mouldering Wineskin

Algae and barnacles cover the warped leather surface of this wineskin, but it seems to have been properly sealed before it sank into these waters.

Roll a 1d20. On a 10 or higher the Wine is still good, granting the drinker 10 Temporary Hit Points. Otherwise, its contents have gone sour and they must make a Constitution Saving Throw (**DC 15**).

- ***On Failure:*** The target becomes Poisoned for 1 Hour.

10 gp

Merfolk

As you see the large tail and shiny scales coming out of the water, you almost start celebrating such a big catch. However, when the humanoid half of the body emerges, and you see the angry glare of the unfortunate merfolk that found themselves hooked by you, you realize that a terrible accident has happened.

0 gp

Metal Pocket Watch

An ancient watch, still ticking.

100 gp

Miracle Salve

A pink metal tin with flower ornaments, it bears a label that reads "Healer Kaya's Miracle Salve". A long description on the back claims the ointment within can be used to heal any ailment or malady - but no evidence has shown this salve to cure anything.

50 gp

Mud-Filled Boot

You were certain this couldn't have been a boot because of how heavy it was. You forgot to account for the mud.

0 gp

Mummified Foot

A perfectly preserved, humanoid foot dredged up from the mud and clay. Now, if only you had a boot to keep it in.

0 gp

Music Box Filled with Snails

A former heirloom turned into a snail residence.

10 gp

Noblewoman's Perfume

A sharp pink bottle of perfume with a soft rose pump. Smells of roses and... blood?

100 gp

Noodler's Arm

A skeletal forearm and hand, still locked inside the jawbones of some massive fish. It's safe to say there was no winner in this fight.

0 gp

Ocean Drilled Shell

A spiral shaped shell with a drill-like pattern at the top. The song of a mermaid can be heard when brought to one's ear.

50 gp

Octopus Plush

A cute and purple stuffed octopus. It is missing one of its tentacles and bears a clumsy purple amputation stitch. You're unsure of whether it was an accident or not.

1 gp

Odd Idol

An idol that bears a striking resemblance to a penguin, hand carved from a dark ore. Holding it gives you a sense of unfound confidence in any task you do. When caught, make a Charisma Saving Throw (**DC 17**).

- ***On Failure:*** The item's Curse takes hold of you as you never want to get rid of this Idol. The Remove Curse spell dispels the Curse on this item.

2,000 gp

Odd Wardrobe

This old, double-door closet is made of white wood with silver details. Inside it are 3d10 sets of high-quality garments made from luxury fabrics. They're all centuries out of style.

500 gp

Ol' Granny Ridgeback's First Hook

Quest Hook : An Old Friend (pg. 238)

Ol' Granny Ridgeback's original prosthetic, from when she first lost her arm. This one was torn off in a fight with the lunker that had taken her flesh and bone arm as well. While she was clearly the winner on the third try - considering the lunker now adorns her wall - she might want this back for sentimental reasons.

Alternatively, an angler who is missing an arm may choose to attune to this prosthetic, allowing it to replace their current arm. It ends in a harpoon-style hook rather than a hand, meaning it does not offer much help in anything that requires two hands, but it grants a +1 on Fishing Checks when using the Rage Pull Technique, as well as a unique Unarmed Weapon Attack.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

400 GP

Old Porthole Window

The mostly-intact window of a metallic vessel.

0 GP

Ominous Figurine

A sizable wooden figurine of a humanoid. Though not weathered by the water, there are ominous deep scratches across its length.

1,000 GP

Onyx Tablet

A polished tablet with Infernal writing. If a spell caster knows Infernal and expends an 8th Level Spell Slot, this item creates a portal to the Hells. This destroys this item in the process.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

2,500 GP

Old Atlas

An atlas of maps. A collectible. Laughably outdated.

100 GP

Ornate Halberd Blade

The golden head of a ceremonial polearm.

500 GP

Ornate Metal Box

A shoebox-sized container made of bronze.

This locked box requires a Thieves' Tools Check (**DC 20**) to open. Inside is a Pearl worth 100 GP and 10d10 GP.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

VARIES

Outhouse

A full-sized outhouse. At least it's clean!

100 GP

Overdue Bill

This old payment notice is written in fancy calligraphy and details the many months of owed rent.

0 GP

Overgrown Helm

A fancy helmet, likely once belonging to a member of a dwarven military unit. Its outside is covered in various patches of limestone and crystalline growths, but the inside is clean enough that you could wear it without much discomfort.

100 GP

Oversized Undergarments

A sizable pair of oversized undergarments with big red polka dots consuming its patchwork stitching.

0 GP

Painter's Easel

Likely to have fallen from the docks during a session, this easel has become quite smashed by the tides.

1 GP

Pair of Glasses

This set of eyeglasses has oversized lenses and highly fashionable frames. They are completely covered in algae and seaweed.

0 GP

Pair of Suspenders

These suspenders appear to be of dwarvish make.

1 GP

Paperfolder Pattern

A crafter's handbook with detailed instructions on how to properly fold paper into intricate shapes such as hats, birds, or rings.

1 GP

Parrot Skeleton

The smooth remains of a Tiny size avian creature.

1 GP

Passing Boat

You appear to have got your line caught in the rudder of a passing ship!

0 GP

Patchy Coin Pouch

A little coin pouch patched over multiple times.
Contains 2d4 SP.

VARIES

Pegleg

A rudimentary prosthetic that packs a Bludgeoning punch.

0 GP

Pelagic Statue

A religious-looking statue depicting some kind of fish humanoid reaching its left hand upward to the skies and clutching an egg to its chest.

750 GP

Perfect Violin

This splendorous musical instrument is perfectly balanced, flawlessly tuned, and beautifully crafted. It sits seamlessly on your shoulder and emits an enthralling tune when played. If there's such a thing as a Prime Violin, it is this one.

2,500 GP

Personal Throw Blanket (Torn)

This blanket appears to be of elven design. It is ripped and torn in various places.

0 GP

Pet House

This little wooden red house is the right size to provide shelter for a domestic animal. It seems to have been repainted several times.

0 GP

Petrified Ration

An old piece of packaged, salted meat that has been petrified in the sand.

0 GP

Petrified Wheel of Cheese

A big wheel of cheese, petrified by the passage of time. As you pick it up, dozens of little ocean creatures rush outside from the many holes carved into it.

0 GP

Picnic Basket

A big woven basket filled with rotting fruit, petrified salty snacks, and an old checkered blanket.

0 GP

Pink Owlbear Plush (Soggy)

A child's plush doll of a pink owlbear, drenched in water and covered in dirt and moss. You can't help but feel sorry for it.

0 GP

Pinstripe Suit

A beautiful set of elegant attire, this charcoal-colored three-piece suit is embroidered with thin pinstripes made of gold thread. It adjusts itself magically to flatter the shape of any creature wearing it.

250 GP

Pirate's "Treasure"

This box looks to all the world like a minuscule treasure chest; however, there's nothing but seashells on the inside.

0 GP

Plank of Wood

These planks are commonly used by carpenters, coopers, and shipwrights. There's nothing extraordinary about it.

0 GP

Platinum Bracelet With Sapphires

Sophisticated and elegant jewelry, untarnished.

2,000 GP

Polished Green Stone

A perfect green sphere.

50 GP

Pomegranate

A delicious and juicy red fruit filled with hundreds of seeds. It is fresh and has a tart flavor with sweet undertones.

0 GP

Poppet

A doll with a charmingly crude face drawled on its rudimentary head.

10 GP

Portrait Frame

A big wooden frame for a portrait, the portrait itself long gone.

10 GP

Portrait of Yourself

An oil painting depicting the face of whoever is holding it.

1,000 GP

Pot Lid

The lid to a sizable cooking pot.

0 GP

Pottery of Questionable Taste

A cracked ceramic base that appears to have been discarded. Whether or not that was due to the highly ostentatious patterning and eyebrow-raising color scheme is up for debate.

10 GP

Pouch of Vaguely Interesting Rocks

If you squint and look at them at just the right angle, some of these rocks resemble other things, such as a cow or jackrabbit.

0 GP

Predatory Contract

This 50-page document is torn nearly in half. Reading through it reveals a series of draconian terms and conditions imposed on one of the parties, including outrageous interest fees and obligations. The last page is signed with a bloody claw print.

1,000 GP

Preserved Lunchbox

A sealed lunchbox made of steel containing a simple meal of bread, cheese, and a miniature bottle of tea. The bread is slightly stale, the cheese funky, and the tea over-steeped, but it is otherwise perfectly good to eat.

1 GP

Preserved Rose

A perfectly preserved red rose. Despite the ice and the cold all around, it seems warm to the touch.

400 GP

Preserved Tentacle

This hunk of orange amber contains the tip of some creature's tentacle, curled on itself as if it was clutching something.

0 GP

Pretty Crystal

This crystal glitters brilliantly in the light and seems to reflect all the colors of the rainbow at once.

2,000 GP

Pretty Shell

A little shell, possibly of an oyster or something more exotic. You're not sure it's native to this area, but it's nice to look at!

10 GP

Purple Nebula Jellyfish

These disk-shaped jellyfish are named for the swirling luminance of violet colors housed within their central dome. A persistent nuisance in urban waters, they often congregate in groups.

0 GP

Rabbit's Foot

A little taxidermied rabbit foot.

1 GP

Ragged Doll

This doll has become so worn, ragged, and moldy it's unclear if this was once a child's toy or a tool of arcane practice.

1 GP

Ragged Tablecloth

It is completely torn, ripped, and shredded. It once had quite a lovely pattern.

0 GP

Random Fish (Head Only)

Roll on the Fishing Table of this Environment. You find the head of that fish. Can be Carved for 1/10th of its Market Value.

0 GP

Raven Inkwell

An inkwell in the shape of a raven, filled with ink.

1 GP

Really Cool Stick

Some people might say that this is simply a useless piece of driftwood you dredged up while fishing. Those people are uncultured swine, unable to recognize the value of a truly great Really Cool Stick. Nice and smooth, comfortable in the hand, and it makes a fantastic whooshing noise when swung about with reckless abandon. If you find nothing else on this trip, you can still leave content in having found a Really Cool Stick.

0 GP

Red Orb

A perfectly spherical orb of red glass that's used as decoration in many hellish offices and abodes. It sometimes glows with faint orange energy.

2,500 GP

Red Quilt

A puffy quilt made from dozens of squares of red fabric in different tones. It could be very cozy if it were dried and cleaned.

10 GP

Regular Carpet

A well-crafted decorative carpet good for brightening up a room.

100 GP

Rock

Your friends all got fish and strange weapons and ungodly monsters. You got a rock.

0 GP

Rock Spoon

A spoon carved out of solid rock. The end is gnawed on, with chunks missing from it.

50 GP

Roped Spectacles

A pair of wire-framed spectacles, held together by a weak rope at its bridge.

0 GP

Roper

Combat Encounter (SRD 5.1)

Alarmed by being hooked, the Roper immediately releases its tendrils, hoping to repay the favor.

0 GP

Rose Charm Necklace

A lovely golden necklace with a ruby charm in the shape of a rose. The necklace originally had 5 charges of Animal Friendship. Roll a 1d4 when this item is discovered to determine how many charges it has left.

This item is unique and can only be caught once. If this entry is rolled again, add 1d20 to the Junk Table Roll.

50 GP

Rotting Barrel

Upon pulling this barrel from the water, the stony shell around it might suggest that whatever's inside has been well-preserved. Unfortunately, its contents are little more than spoiled fruit and rotting wood. Gross.

0 GP

Rough Diamond

This crude diamond has an irregular shape but still pulses with life-restoring magic.

25,000 GP

Rowboat

Hooked at the end of your line, you see a rowboat with room for 6 creatures. A displeased skeletal devil with a large-brimmed hat stares at you with their arms crossed as you reel the boat in, waiting for you to release it so they can get back to their travels.

0 GP

Ruined Ancient Armor

A ruined set of obsolete armor.

250 GP

Ruptured Harp

This golden instrument has been snapped in half and is now a mess of strings and splintered wood. It appears to have once been an elegant 6 FT. tall harp.

250 GP

Rusted Cauldron

A ruined vessel that looks heavily used.

0 GP

Rusted Frying Pan

This pan is far too rusted out to be usable anymore.

0 GP

Rusted Giant's Armor

A piece of heavy armor, likely belonging to a giant. Rusted over, it crumbles to dust in your hand.

0 GP

Rusted Iron Teapot

It has long since served its last tea time.

0 GP

Rusted Lantern

The housing is bent and twisted, and the glass is cracked.

0 GP

Rusted Map Case

Several nautical charts are still safely housed inside.

0 GP

Rusted Mechanical Part

Complex mechanical parts of a vehicle.

200 GP

Rusted Pickaxe Head

The handle has long since rotted away to nothing, and the iron is not far behind.

0 GP

Rusted Turret

This ruined cannon looks like it was once attached to a larger vehicle or structure. It has long since been corroded by the sea, and shiny anemones grow inside it.

0 GP

Rusted Utility Knife

Might have been a fine tool at one point. Not anymore.

0 GP

Rusty Anchor

A well-worn spare anchor for your ship.

0 GP

Sack of Carvings

A sack of little wooden carvings of every type of beast and creature one could imagine. The craftsmanship is impeccable, and even the paint has remained intact.

10 GP

Sack of Gold Dust

Seems someone struck gold in the waters upstream, only to be struck by terrible luck in losing it here.

500 GP

Sailor's Longcoat

It's soggy and full of seaweed. A good cleaning could make it wearable again.

5 GP

Salt Lamp

These hunks of rock salt are usually magically lit and warmed to absorb humidity and cleanse living spaces. This particular lamp has been underwater long enough to have eroded away almost entirely.

0 GP

Sandy Tentacle

The gelatinous appendage of an angered creature.

0 GP

Satchel

A leather satchel, half-eaten and falling apart.

0 GP

Scuffed Saddle

A thick leather saddle that would fit a robust mount. It has been scraped by sand but is otherwise usable.

10 GP

Sea Cucumber

A harmless sea creature.

0 GP

Sealed Coffee Mug (half-full)

This wooden travel mug is finely carved with whimsical fish motifs. There's still some coffee instead of indeterminate age. If consumed, roll a Constitution Saving Throw (**DC 10**).

- ***On Failure:*** The target is Poisoned for 1 hour.

0 GP

Sealed Salt Canister

A glass container with 10 oz. of thick orange salt inside. Your meals are about to get much tastier.

1 GP

Set of Fishbone Dice

These dice are kept in a drawstring pouch, which is very waterlogged and should be replaced.

1 GP

Set of Keys

While you could try every door in the city until you find the ones that fit, it's probably better to just turn them in. Handing these keys in to the city guard nets a 20 GP reward.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

1 GP

Set of Tiny Red Boots

They're quite fashionable and seem made for wilderness travel. Each one is no more than 3 in. long, heel to toe.

0 GP

Several Yards of Silk Textile

Likely having fallen from a cart or boat, the water, grime, and algae have left this bolt of silk entirely ruined.

0 GP

Shard of Eternal Ice

A jagged fractal of pure cold. This fragment of supernatural ice does not melt, even in the presence of the hottest flame.

400 GP

Shark Tooth

The tooth of a shark, roughly the size of a thumb. With a leather necklace attached to it, you could look really gnarly.

1 GP

Sharp Tug

You were prepared for fish to tug on your line (or hand). You were not prepared for whatever this was.

Upon rolling this result, the angler must make a Strength Saving Throw (**DC 18**).

- ***On Failure:*** The target is pulled into the water and spun violently around. Afterward, there is no sign of whatever creature or force was responsible for the attack.

0 GP

Shattered Gauntlets

This set of war gauntlets is made of sturdy metal plates and designed as both an offensive and defensive piece of armor. The knuckles have been completely shattered, leaving the fingers crooked and curled into unnatural positions. It must have taken an extremely powerful punch to sunder the gauntlets this way.

1,000 GP

Shattered Axe Haft

It seems a forester was careless with one of their tools...or made a dryad terribly angry.

0 GP

Ship Sail

A torn sail with a red insignia.

0 GP

Ship Wheel

This damaged ship wheel that once guided the destiny of an entire vessel and crew failed in its mission to steer them to safety. They now rest at the bottom of the cold ocean.

0 GP

Shooting Star Fragment

A cooled piece of ore from a shooting star that landed in this arctic environment centuries ago.

2,000 GP

Silver Candelabra

For some strange reason, cutlery is affixed to each candle holder.

100 GP

Silver Clockwork Pocketwatch (Broken)

A little silver pocket watch with gear-like patterns in its design. Currently, it does not function.

1 GP

Silver Candelabra

For some strange reason, cutlery is affixed to each candle holder.

100 GP

Silver Ring

A silver ring inlaid with the iconography of palm trees.

50 GP

Silver Snowflake Tiara

A silver tiara embedded with snow-like iconography. Looks like someone let it go many years earlier.

- **Curse.** This tiara is cursed, a fact that is revealed only when an Identify spell is cast on the item. Wearing the tiara curses you until you are targeted by the Remove Curse spell or similar magic; removing the tiara fails to end the curse. Until the curse is broken, you are unwilling to part with the tiara, keeping it within reach at all times. While cursed by the tiara, you are unnaturally cold to the touch and project an aura of cold within 5 ft. of you, which negates any source of non-magical warmth.

800 GP

Silver Statuette

A well conditioned silver statue depicting a humanoid figure holding a fish into the air before the vague implications of an adoring crowd.

500 GP

Single Shoe

It appears to have been part of a fancy gentleman's attire. At least it's not a mimic.

0 GP

Sizable Spring

A piece of heavy, coiled metal usually used for heavy machinery. A creature can use an Action to make a Strength Check (**DC 25**) to compress it for one round, after which it returns to its original position.

500 GP

Slumbering Imp

A chubby devil with nubby horns that's sleeping placidly even as you reel them up. They have a soft smile on their face and snore loudly after each breath, but will not react in the slightest if you try to get their attention.

0 GP

Skeletal Hand

The polished bones of a left hand.

0 GP

Sketchbook

An old sketchbook. It appears to capture the life of a single man from early childhood to adulthood. The last image appears to be a sketch of his wedding, but is unfinished.

50 GP

Skull with Ruby Teeth

A humanoid skull with 25 fang-like rubies placed in it as teeth. Each ruby is worth 20 gp.

5,000 gp

Small Chair

A small and sturdy wooden chair. It could be good for fishing.

0 gp

Small Coffee Table

One of the legs is broken off, and the surface is full of scratches.

0 gp

Small Door

A round door. How it found its way into the water is unknown.

0 gp

Small Raft (Half)

Snapped and broken, this raft's journey came to an unfortunate end.

0 gp

Small Sandal

A single sandal. In the right hands, this could be a deadly improvised ranged weapon.

1 sp

Smiling Pet Pebble

A rock with scratches that mimic eyes and a mouth. You feel happy when this pebble is in your pocket.

0 gp

Snapped Fishing Pole

A snapped and broken pole, the twine mangled into impossible knots. It is unclear if it was broken by a powerful fish or just the angler's own frustrations.

0 gp

Snapped Paintbrush

A paintbrush snapped in two in the middle, with remnants of paint on the edge of the brush. Looks like their muse wasn't with them today.

0 gp

Sodden Blanket

A big blanket, soaked and covered in muck. When dried and cleaned, it is quite comfortable.

0 gp

Sodden Spellbook

A spellbook soaked and ruined by water.

0 gp

Soggy Bath Towel

It's a rather gaudy pattern.

0 gp

Solidified Book

Entirely covered in a thin, translucent layer of crystal, this book would be illegible even if its text hadn't been reduced to black smudges ages ago.

500 gp

Sovereign Diamond

A shimmering diamond carved into a snowflake pattern. Known across arctic regions as a symbol of a long-forgotten monarchy, the weight of responsibility lies within and is heavy to all attempting to lift it.

This item is unique and can only be caught once. If this entry is rolled again, subtract 1d20 from the Junk Table Roll.

5,000 gp

Snowbell

A silver bell with a handle made of solid ice that never seems to melt. Once per day, when dinged, snow dances around you for 1 round and creates 1 in. of precipitation in a 5 ft. area around you.

50 gp

Spirit Talisman

This moss-covered wooden charm is used by elves and forest villages as an offering to woodland spirits. It could still be used as such once cleaned off.

1 gp

Splintered Horn

The gnarled horn of a devil, broken at the base. It has been splintered in many spots, but they seem to have been mended with some strange iridescent metal.

500 gp

Spool of Thread

A spool of multi-colored threads commonly used in weaving. Smells like home.

1 gp

Spool of Rainbow Thread

A spool of fine, silken thread. The color of the thread seems to correspond with your emotion at the time.

50 gp

Stained Dagger

A somewhat rusted but functional dagger, stained with... something.

2 gp

Star Geode

This hollow, star-shaped stone houses a gorgeous crystalline structure that twinkles brilliantly in the light.

2,500 GP

Star Shaped Music Box (Broken)

An elegant mahogany music box in the shape of a star, warped and grown over with algae and lost to time. Broken in its current state, it cannot play music.

0 GP

Steel Whistle

A steel whistle, sturdy and still in perfect condition. The temptation to be annoying with it is overwhelming.

1 GP

Stone Chunks of Former Sending

An intentionally broken sending stone, broken up into chunks. It must have been a bad breakup.

0 GP

Stone Tablet

A tablet of obsidian carved with ancient runes.

- **(1/Long Rest).** You attempt to read the runes. You must roll a 1d20. On a roll of 10 or higher, you benefit from the spell Enhance Ability (Fox's Cunning), cast as a 2nd Level Spell, without needing to maintain Concentration. No matter the result, you cannot benefit from this item again until you have completed a Long Rest.

200 GP

Strange Currency

This thick leather satchel contains 100 coins made of an unknown metal.

250 GP

Strange Flute

A flute that is made of various types of bones merged together by an arcane force. Anyone who hears the flute's melody has a brief vision of their greatest heartbreak.

1,600 GP

Strange Schematic

Blueprints for an odd-looking contraption.

500 GP

Strange Sketch

Someone's landscape sketch of the area that has somehow survived the water. Behind some rocks, you can see an oddly blurry figure receding into the distance.

200 GP

Straw Hat

A simple hat, woven with long strands of yellowish straw. Often used by farmers and laborers in the material plane, it is extremely unusual to see in infernal environments.

0 GP

Student's Notebook

This little notebook has a drawing of a chubby black dragon on the cover. Its pages are filled with basic education lessons, various doodles, and a strange-looking letter "S".

0 GP

Stylish Walking Boots

These brown boots have sturdy soles and padded ankle support, which are ideal for protecting a person's feet during long walks. They are very fashionable.

10 GP

Sunken Rowboat

An escape vessel that failed its mission.

0 GP

Supplicant Statue

This stone statue depicts a kneeling humanoid with their hands outwards in a pleading gesture. Though chipped away over time, the face still displays a desperate expression.

1,000 GP

Swimming Trunks

A pair of bright red swimming trunks. There's an embarrassed looking commoner in the water glaring in your direction for some reason.

0 GP

Sylvan Gold Earring

A golden earring with a floral shape and a simple pearl inlaid at its base.

10 GP

Tackle Box

Much of the contents have long since spilled out, but the box itself is still usable.

1 SP

Tainted Blade

A sword with a broken blade that oozes endlessly with dark blood, no matter how many times you clean it. You can feel the essence of a deep betrayal in it.

1,000 GP

Tale of the Tavernkeeper

An old romance novel in oddly good condition. When read, a cheesy story unfolds of a simple barkeeper in a remote tavern being swept off their feet by a traveling bard who whisks them away to a better life. Despite the poor writing, it brings a smile to anyone's face.

10 GP

Talking Skull

A skull that immediately begins talking to you the moment its mouth breaks water. It's a jovial enough fellow, with no recollection of its time before awakening in the depths of the water with no one but fish for company. Unfortunately, it is supremely difficult to get this chatterbox to stop talking now that it's started. It gives whoever is holding it Disadvantage on Dexterity (Stealth) Checks if they don't have some soundproof means of carrying it around.

400 GP

Tambourine

This leather hand drum has seen better days but might still sound decent once dried out.

0 GP

Tangled Ball of Line

A tightly bound knot of various kinds of string and fishing line and possibly some kind of netting. Utterly worthless as anything more than something to occupy the hands for a time.

0 GP

Tarnished Crown

A soot-covered crown with encrusted blood-red jewels. Wiping away the tarnish briefly reveals the golden metal underneath, but the headpiece quickly becomes soiled again by the ashy substance.

1,000 GP

Tattered Explorer's Clothes

The torn clothes of a desert explorer.

1 GP

Tattered Flag

A ragged burgundy flag bearing the seal of arms of a forgotten nation. It is shredded in places and covered in grime and muck.

0 GP

Terror Spectacles

A pair of black glasses that appear to not have any wear from being in the water. When worn, you see everything as normal, except for the terrifying grins living in the shadows of your compatriots.

400 GP

Thick Jacket

An old tattered jacket, soaked through and unusable. Whoever lost this in the cold must have been very unfortunate.

5 GP

Time-Proof Clock

A grandfather clock, entirely intact and still ticking. Not a drop of algae clings to its surface, and not a speck of rust mars its hands or gears

500 GP

Tiny Fairy House

Shortly after fishing this up, a rather distraught fairy comes chasing after her home. If you return her house to her or help her set it back into place, she will reward you with 100 GP.

0 GP

Tiny Sock

A discarded sock. Dainty hearts are patterned on the outside.

0 GP

Titanium Bracer

A singular piece of forearm protection fashioned out of thick, spotless titanium. It has decorative carvings depicting a cavalry battle of epic proportions.

500 GP

Torn Piece of Tent Tarp

Hopefully, whoever this belonged to is in better shape than their tent.

0 GP

Torn Wing

The curled remains of an amputated wing that once belonged to a leathery creature. Its flesh is ripped at the shoulder, and there are several holes in the wing itself.

0 GP

Toy Fish (Broken)

A broken mechanical toy fish.

0 GP

Toy Sailboat (broken)

It has, unfortunately, capsized and sank during its journey.

0 GP

Travel Compass (Shattered)

The glass of this compass is cracked and shattered. The needle is bent and no longer turns properly. Hopefully, its previous owner still found their way.

0 GP

Treasure Chest (Mountain)

A well-made treasure chest. The lock and hinges are rusted solid. If opened, roll a 1d20. On a 10 or higher, you find 5d100 GP inside.

VARIES

Treasure Map (Ocean)

A crude map that promises riches and power. While in an Ocean Environment, make either an Intelligence (Investigation) Check or a Navigator's Tools Check (**DC 20**).

- ***On Success:*** After 2d4 hours of navigating, you are able to find an isolated island. Following the Treasure Map, you are able to find and dig out a treasure chest filled with 20d100 GP, 50d100 worth of Art Objects, and 10d100 worth of gemstones.
- ***On Failure:*** You are lost for 4d4 hours.

100 GP

Treasure Chest (Ocean)

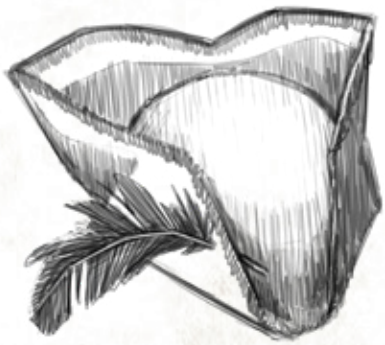
A beautiful chest clad in iron with a large but broken keyhole. It contains 20d100 GP in ancient gold coins bearing the face of some forgotten monarch.

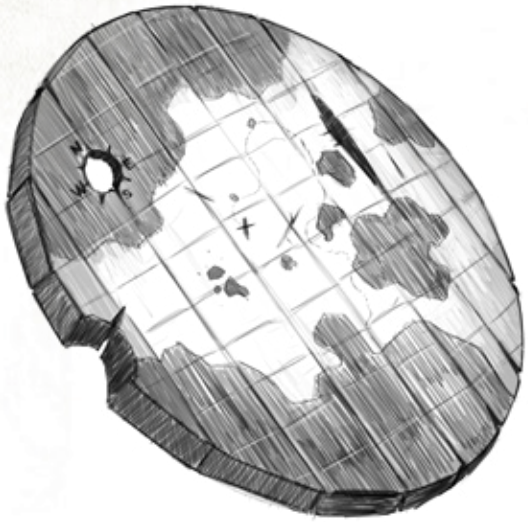
VARIES

Tricorn Hat

An elegant sailor's hat with a large brim and a sorry-looking feather still attached to it, fit for a ship captain. It looks made for a Small size creature, and some loose pieces of fur are stuck to the inner lining.

10 GP





Triple Collar

This trio of spiked red collars are joined together as if to fit a thick-necked, three-headed creature. It had a loop for a chain and a name tag, but it has been torn off.

100 GP

Troop of Skeletons

Combat Encounter (PG. 318)

Six humanoid skeletons with linked arms.

The Troop of Skeletons uses the Skeleton Stat Block. It is a Huge sized creature with 100 Hit Points, 17 AC, a +9 bonus to hit with its Shortsword which deals 3d8+5 Piercing Damage. It loses its Shortbow attack, and it gains Multiattack, which allows it to make 6 Shortsword attacks as an Action.

0 GP

Trophy (Fencing)

A 2nd place trophy for the local fencing league, dated 17 years ago.

10 GP

Twangy Guitar

A simple old guitar, still stringed. A family of three Boiltoads seems to have taken residence inside, giving it a strange, sandy twang.

5 GP

Twinkling Illusion

You pull a shining treasure from the water: a gemstone, a star, a piece of gold. It lasts only long enough to fill you with excitement before blinking out of existence.

0 GP

Undead Pocketwatch

This heavily rusted brass timepiece is absolutely stuffed full of grass and mud, and yet it still manages to tick at completely inconsistent times and speeds. It's utterly useless as a watch but is rather inspiring as a symbol of relentlessness.

200 GP

Unfinished Mnemonic

A worn piece of waterproof paper with some messy handwriting on it. The text reads, "Tites cling Tight. Mites..." before devolving into increasingly frantic question marks.

0 GP

Unfinished Wand

A wand that was halfway done in the enchanting process before being tossed away. A Wizard or Sorcerer can use this wand to cast a 1st Level spell without expending a Spell Slot. Disintegrates after use.

200 GP

Unicorn Umbrella

An umbrella with a faux unicorn horn for its tip. Great for protecting yourself from the rain.

1 GP

Unidentifiable Foodstuff

This may have once been someone's lunch. It's hard to tell just what sort of food this was. Consuming requires a Constitution Saving Throw (**DC 10**).

- ***On Failure:*** The target is Poisoned for 1d4 hours.

0 GP

Unlimited Power

A leather briefcase that contains a glowing golden contract offering its signatory ample infernal powers in exchange for unmentioned services. There's a luxurious pen floating next to it.

- **Pact.** When you sign this contract, you enter a Warlock pact with a Fiend patron. During your next Long Rest, you can replace any number of your current class levels with Warlock levels.

This item is unique and can only be caught once. If this entry is rolled again, add 1d20 to the Junk Table Roll.

40,000 GP

Urn

A simple bronze urn filled with soft sand. You feel more confident while you hold it, but you don't know why.

5 GP

Very Fancy Shell

A sizable shell, at least 8 in. tall. The sounds of the sea echo within when placed up to your ear.

5 GP

Wooden Pirate Scimitar

A wooden scimitar, likely made for a child. Despite being in the water, the wood is undisturbed and dry.

5 CP

Wad of Trout Fur

As unpleasant to hold as its existence is to taxonomists.

10 GP

Wall Plaque

A plaque for mounting a trophy on a wall. Whatever trophy it once held is long gone.

10 GP

Wand of Animating Furniture

Whoever dropped this was either in the midst of a move or redecorated quite frequently. There are still 1d6 uses left.

- **Furniture Animation.** Select a piece of furnishing no greater than Large size that you can see. The furnishing animates and may move on its own locomotion. The furnishing follows your commands but can only move or take the Dash Action.

This item is unique and can only be caught once. If this entry is rolled again, add 1d20 to the Junk Table Roll.

50 GP

War Drum

A 5 FT. tall set of drums that produce a deep, intimidating beat. Drums like these have been carried into battle by legendary berserkers throughout the ages.

250 GP

Warning Sign

An old, rusted signpost that bears the marks of powerful teeth. The only legible text reads, "Warning: Beware."

0 GP

Water Sprite with a Fishing Pole

It's unclear whether the fey is angry or amused. Either way is concerning.

0 GP

Waterlogged Arcane Engine

A ruined piece of ancient technology.

1,000 GP

Waterlogged Book

The words are utterly illegible, but what's left of the cover looks spicy.

0 GP

Waterlogged Impact Spear

A relic of an old contingent of traveling miner-warriors who developed rather unique weapons that doubled as potent digging tools. As it is, this would function well enough as an entirely mundane spear, but perhaps it could be brought back to its original glory in the right hands.

50 GP

Weathered Spyglass

The scope is rusted and no longer retracts. There's a crack in the glass that renders the view obscured.

10 GP

Wedding Dress

A beautifully filigreed black dress with an elaborate veil and a long tail. It appears to have been worn more than once.

This item is unique and can only be caught once. If this entry is rolled again, add 1d20 to the Junk Table Roll.

50 GP

Weightless Anchor

A brass anchor about 5 FT. in length and height that is weightless to any that holds it, but sinks to the bottom of any body of water that it is placed within.

800 GP

Wind-up Toy (Rusted)

This tinkered plaything resembled a swimming fish. Whoever made it had the poor foresight to use iron parts. It does not float and is rusted to the point of non-function.

0 GP

Wine Cask

A portable cask that holds wine. When caught, roll a 1d20. On a 10 or higher, the cask holds a bottle of wine worth 100 GP. Otherwise, it's spoiled and worthless.

VARIES

Wishbone (Chimerachick)

The wishbone of a Chimerachick, an angry and unbearable species of chicken. Rumored to bring bad luck to the person who pulls the smaller bone when split.

0 GP

Wizard Class Ring

A large silver ring inlaid with a sapphire and the name K. Ling engraved upon it. Appears to have been a memento of a graduating class of wizards. How or why it's here, nobody knows.

100 GP

Wooden Ale Mug

A mug from the local tavern, the wood is only recently warped. A good cleaning might salvage it.

1 GP

Wooden Beer Stein

Aside from the moss and algae, it's still quite usable. Might want to clean it first.

1 GP

Wooden Dragon

A simplistic dragon carved from wood as a child's toy, the paint faded from its time in the water.

10 GP

Wooden Flask Holder

This wooden stand can hold six flasks, three per side. A Carpenter's Tools Check (**DC 5**) and 1 hour of time repairs the Wooden Flask Holder to working order.

1 GP

Wooden Rattle

A baby's rattle, made of wood and filled with brightly colored stones. Seems prehistoric at first glance.

100 GP

Wooly-Mammoth Plush

A plush creature in the shape of a wooly mammoth. Written on its backside is the name "Terrance".

0 GP

Yellow Glass Eye (Blinking)

A glass eye with a yellow iris. It unnervingly blinks every minute on the dot.

10 GP

EQUIPMENT

"An individual's talent can manifest itself in a variety of ways, with an item of wonder being one of them. Whether it's an ancient artifact with energies so powerful they can reshape an entire world, or a simple enchantment to a fishing hook to glisten and help lure a fish you've been trying to catch, these trinkets help aid in everyday life."

-Entry from Trinkets and Bobbles

Items are a necessary addition to any angler's repertoire. A sturdy set of fishing tackle may be all that is needed to catch a simple fish, but for anglers who dream of more adventurous and dangerous locations, a magical item to bolster the fisher may be necessary. Just like modern-day adventurers, an angler benefits greatly from the fishing treasures they catch or create.

MAGICAL ITEM RULESETS

Along with other rulesets in 5e systems, there are new rulesets for certain magic items that are introduced in this book.

Attunement Slots

Ruleset

Magic items that require attunement may take an alternative number of slots instead of one. Certain items in this book require attunement but do not use up Attunement Slots.

Consumable

Term

Instead of stating something is a Potion or a Wondrous item that is destroyed upon use, the terminology this book uses is Consumable, with a sub-category in parentheses. For example, a Potion in other 5e systems is called a Consumable (Potion) in this book.

Expanded Property Descriptions

Ruleset

Some magic items in this book have multiple properties. In the property names, this would include additional descriptors, including what kind of Action activates the property, how often a property can be used, and when the property can be re-used after all uses of that property have been expended.

Some examples include:

- **Bonus Action - 3/Long Rest.** As a Bonus Action, you can use this property. You can use this property 3 times. You regain any expended uses when you finish a Long Rest.
- **Action - Proficiency Bonus/Any Rest.** As an Action, you can use this property. You can use this property a number of times equal to your Proficiency Bonus. You regain any expended uses when you finish a Short Rest or a Long Rest.
- **1 Minute - Charisma Modifier/Any Rest.** After spending 1 Minute activating this property, you can use it. You can use this property a number of times equal to your Charisma Modifier. You regain any expended uses when you finish a Short or Long Rest.
- **Reaction - At Will.** As a Reaction, you can use this property. This property does not have a limit and can be used whenever the Reaction condition is met.

Meals and Meal Effects

Ruleset

Some meals provide passive effects to you when consumed. Meals will let you know how long it takes to consume the meal. You can only have 1 Meal Effect active at one time, and some Meals Effects cannot be benefited from again for a certain period of time, which may include Short or Long Rests.

CRAFTING RULES

The art of crafting your own items is an empowering experience, allowing you to provide aid to yourself and your party through your own handiwork.

When crafting an item, there are various approaches that GMs and tables will take. Some prefer simple and straightforward systems to quickly get back to their adventure, while others prefer the detail of something more realistic. Ultimately, it is up to your table to decide how to approach the topic, just make sure it is something your entire group will want to participate in.

This book offers several crafting options, with the default being simple and easy to digest. We also provide additional flavor text if your table wants to gather up ingredients.

Crafting Terms

Crafting Project

Term

An ongoing undertaking to create an item. This involves investing Activities to advance the Crafting Progress of the item until its completion.

Material Value

Term

Material Value is the Market Value of components or ingredients put into a Crafting Project. When a crafter has expended enough Material Value into a Crafting Project, they successfully create the item.

Crafters can use their game's currency as Material Value, or materials listed in the Potential Ingredients section of an entry. When Potential Ingredients are expended, their Material Value is worth double the item's full Market Value for that project. A material with Material Value remaining after being expended becomes Material Scrap, with its Market Value equal to whatever Market Value hasn't been expended. Material Scrap can be sold or used again for projects that have its base item as a Potential Ingredient.

Every item in this book can use Fish Parts as a Potential Ingredient.

Crafting Process

1. Choose an item to craft. You must have Proficiency with a tool of the GM's choice to start the project.
2. Dedicate an Activity to expend an amount of Material Value of your choice on a Crafting Project.
   - The amount of Material Value you can expend per Activity is capped by your Tool Quality.
3. Every Activity of expended Material Value is cumulative for projects.
4. If the total Material Value expended is equal to the Market Value of the item at the end of the Activity, you successfully craft the item.

Magical Tools

A Crafting Tool is the extension of the artisan's ability. Keeping Tools in excellent condition (including magical enhancements) will allow crafters create awe inspiring items.

Much like your weapon and armor, you are able to further enhance your Tools by magical means.

You have a bonus to Tool Checks made with these Tools while you are attuned. The attunement does not take up an Attunement Slot. In addition, your magical Tools allow you to progress more frequently with your projects than mundane Tools.

RARITY	BONUS	MATERIAL VALUE CAP PER ACTIVITY	MARKET VALUE
Common	+0	10 GP	Varies
Uncommon	+1	100 GP	400 GP
Rare	+2	1,000 GP	4,000 GP
Very Rare	+3	10,000 GP	40,000 GP
Legendary	+4	50,000 GP	200,000 GP

OPTIONAL RULES

The crafting system presented in this book is purposely kept straight forward and direct to allow tables to put their own spin on the system. Here are some options that you can apply to crafting in alphabetical order.

Additional Rolls per Rarity

Optional Rule

Using the "Crafting DCs" optional ruleset, if you want crafting to feel like more like a process, especially considering an item's rarity, you can have the crafter roll multiple times throughout the crafting project. For Common and Uncommon items, they would still need only 1 roll. Rare items would need 2 successful rolls, Very Rare would need 3 successful rolls, and Legendary would need 4 successful rolls. You can have these rolls be intermittent throughout the progress of the project. For example, once a crafter has progressed halfway through the Market Value, you can have them make a Tool Check against the project's DC. If they fail, they have to start the project again, but on success, they continue their progress.

Bonus for Using Specific Materials

Optional Rule

If you're requiring crafters to gather specific materials before they can start a craft, you can make it a more rewarding experience. When specific materials outside of generic Fish Parts are used in a project, it can provide a variety of boons to the project. For example, this could include a faster progression of crafting during Activities, a lower required cost in materials, an enhanced version of the item the crafter is attempting to create, or if you're using the "Crafting DCs" optional ruleset, a bonus to the Tool Check when crafting the item.

Crafting DCs

Optional Rule

If you wish to make crafting a challenge, you can require a Tool Check for the project.
The DC of the project is determined by the rarity of the item.

RARITY	TOOL DC
Common	10
Uncommon	15
Rare	20
Very Rare	25
Legendary	30
Artifact	35

Collaboration

Optional Rule

You can have multiple crafters working on the same project. Each crafter would have to dedicate their Activity to the project, and you would advance the project by the combination of the Tools each crafter was using.

Half Material Value

Optional Rule

To make crafting more rewarding than purchasing an item, you can have it so that the crafter is only required to expend half of the Material Value to craft an item.

It is not recommended to have Potential Ingredients give a Material Value bonus when using this optional rule.

Learn by Failure

Optional Rule

If a crafter fails at crafting the project, they may attempt the same project again at a future date, to a maximum of 1 month later. If they do so, they are able to double the progress per Activity dedicated to the project.

Making Multiple Items in One Activity

Optional Rule

If the crafter's Tool is capable of progressing through a project's Market Value effectively, you can have them fulfill multiple projects at once. For example, a Potion of Healing has a Market Value of 50 gp. If the crafter is using Uncommon Alchemist's Supplies, which progresses projects 100 gp per Activity, you can have them make 2 Potions of Healing during that Activity if they expend the appropriate amount of Material Value.

Multiple Items, 1 DC

Optional Rule

Using the "Making Multiple Items in one Activity" and "Crafting DC" optional rulesets, if you want to minimize crafting rolls for multiple items, you can instead have the crafter make one roll equal to the highest DC of the batch of items being crafted.
For example, if the crafter wants to make 5 Potions of Healing (250 gp) and 5 Greater Potions of Healing (1,000 gp) with Very Rare Alchemist's Supplies (progression: 10,000 gp), instead of having them roll on every DC, you can have them roll against the highest crafting DC. In this case, that's the Greater Potion of Healing at **DC 15** for the entire project.
Determining failure and success is ultimately up to you as GM. You can have it so that if the crafter meets the DC for the Potion of Healing, but doesn't meet for the Greater Potion of Healing, they only successfully craft the Potions of Healing. Alternatively, a failure could mean that none of the crafting projects are made. Discuss with your table how they would like to proceed.

Punishing Failure

Optional Rule

Using the "Crafting DCs" optional ruleset, to make crafting failures more punishing, you can have it so that if the Tool DC is not met, then some or all of the materials used during the craft are wasted. You can have this be as little as 10% of the Market Value or as high as the entire Market Value. Be sure to communicate with your table on how you'd like to approach failure when crafting.

Punishing Failure by Degrees

Optional Rule

Just like the "Punishing Failure" optional ruleset, you can make crafting more punishing by having the materials be wasted, but only if a crafter fails a Tool DC by 5 or more. If you'd like to add a little more detail, you can have it so that the amount of materials wasted is dependent on how much the Check is failed by, such as 1 below DC is 10% of materials wasted and so on.

Required Materials

Optional Rule

You can have crafters gather specific materials that would be necessary before starting the project. This can be as simple as acquiring a certain amount of a type of metal, or as complex as going on an adventure to find the fragment of a dead god's scepter. Every item that's included in this book has a list of some of the unique materials that may make up the item, which can be used as a guide. Alternatively, you can add your own unique materials.

Success by Degrees

Optional Rule

Using the "Crafting DCs" optional ruleset, to make crafting more rewarding, but still feel as if it is something earned, you can have it so that the crafter is still required to have the full Market Value of materials to attempt to craft an item. However, when they roll their Tool Check to see if they craft the item, if it is 5 over the DC, they only spend half of the Market Value in materials. If you want even more detail, you can have it so that the amount of materials saved is dependent on how much the result is over the DC. For instance, if a crafter rolls 1 over the DC, they save 10%, 2 over the DC they save 20%, and so on. It is recommended you put a hard cap on this, such as 50%.

It is not recommended to have Potential Ingredients give a Material Value bonus when using this optional rule.

READING THE ITEM BLOCK

Items are formatted in a way different from other 5e books. Below you will find a breakdown and description of each part of the item block.

NAME	**RARITY**
Category (Subcategory), (*Attunement Rules*)	
Flavor Text.	
Effect Description.	
Potential Ingredients.	
	Market Value

- **Name:** The name of the item.
- **Rarity:** The rarity of the item. This includes a color-coded background to assist in the quick deciphering of the item's rarity, as indicated below.
  - **Common/Varies:** Gray background.
  - **Uncommon:** Green background.
  - **Rare:** Blue background.
  - **Very Rare:** Purple background.
  - **Legendary:** Dark orange background.
- **Category:** The category of the item. This book presents items in alphabetical order, grouped in categories that are also in alphabetical order.
- **Subcategory:** Some items will have subcategories (e.g. a Longsword is the subcategory of a Weapon). When feasible, categories in this book are broken apart into subcategories which are presented in alphabetical order.
- **Attunement Rules:** Some items require the wielder to be attuned to activate their properties. If an item requires attunement, it will be displayed here, along with any additional rules and how many Attunement Slots are required to attune to the item.
- **Flavor Text:** The item description. This is italicized for easier deciphering between the item's portrayal and what the item does.
- **Effect Description:** This explains the rules of the item and how it functions.
- **Potential Ingredients:** This lists key ingredients that make up an item for crafting purposes. It is not required by default to meticulously track every component of an item to successfully craft it. However, this provides a guideline and a little more substance to the process, and it assumes this would be the material components purchased by the crafter. As GM, you are also free to create your own potential ingredients.
- **Market Value:** The base cost of an item. While this is a baseline, a merchant or collector who would sell an item to a player may inflate or discount the price depending on their disposition to the adventuring party.

ITEM WEIGHT?

There are a lot of factors that go into the weight of an item from a mechanical standpoint that should be determined by the GM. If an item's weight is required, you can use real world examples or compare them with items from first party 5e books as a baseline.

ITEM LIST

Adventuring Gear

Actual Arachnid — Uncommon

Adventuring Gear (Mount)

An unimaginatively named alternative to the Mechanized Arachnid, this live spider has been tamed and trained to serve as a mount.

This vehicle has a custom saddle that fits up to two Medium size creatures comfortably. The Actual Arachnid has a Walk Speed of 60 ft., can walk on vertical surfaces, and can drag up to 400 lb. of weight.

400 GP

Autoswimmer — Rare

Adventuring Gear

This mechanized metallic suit is covered in pistons and tubes that ferry various fluids to intricate gadgets on its extremities. Autoswimmers are the prize of any crew of deep ocean mariners, as they are designed to make traversing the murky depths that much easier.

It takes 1 Hour to don this suit.
While wearing this item, you gain access to the following properties:

- **Empowered Propulsion.** You gain a Swim Speed of 60 ft.
- **Reflector Systems (Action - 1/Dawn).** You activate the Autoswimmer's light capabilities. For 1 Hour, you shed Bright Light in a 60 ft. radius and Dim Light for an additional 60 ft.

Potential Ingredients: Fish Parts, Rare Metals, Rare Gemstones, Fishing Stilts.

2,000 GP

Boots of Mud Walking — Common

Adventuring Gear (Feet)

These fine leather boots go up past the knees, allowing anglers to stride into shallow waters without exposing their feet or legs to the elements.

While wearing this item you gain access to the following properties:

- You ignore Difficult Terrain associated with mud or shallow waters.

Potential Ingredients: Fish Parts, Common Leather, Boots.

50 GP

Barbed Gloves, Magical — Varies

Adventuring Gear (Fishing), (*Requires Attunement, 0 Slots*)

A glove with barbs on its palm, great to protect your hand from bites while simultaneously improving your grip. A noodler's worth in angler circles are often determined by the numerous deep bite marks on the glove's surface.

While you are attuned to this item and using you are fishing with Noodling Style, you gain a bonus to Fishing Checks. The bonus depends on the rarity of the item.

Potential Ingredients: Fish Parts, Gloves

RARITY	BONUS	MARKET VALUE
Uncommon	+1	400 GP
Rare	+2	4,000 GP
Very Rare	+3	40,000 GP

Carving Blade — Common

Adventuring Gear

This small knife is of a make used by fishermen the world over to scrape scales, debone, and extract fish fillets.

Part of a hunter's tool kit, this blade allows the wielder to carve valuable parts from creatures.

Potential Ingredients: Fish Parts, Common Metal.

5 GP

Carving Blade, Magical — Varies

Adventuring Gear

Enchanted by skillful arcanist, this blade never dulls when carving valuable parts from creatures.

This knife grants a bonus to Wisdom (Survival) Checks to carve Crafting Materials from creatures, such as beasts or fish. The bonus depends on the rarity of the item.

Potential Ingredients: Fish Parts, Carving Blade.

RARITY	BONUS	MARKET VALUE
Uncommon	+1	200 GP
Rare	+2	2,000 GP
Very Rare	+3	20,000 GP

Custom Flag — Common

Adventuring Gear

Sailors value the identity of their ship and crew above all else, often creating distinct sigils to signal their presence to other sea travelers.

A custom-made banner for your vessel, bearing whatever sigils and colors you desire. It makes your ship recognizable to anyone who sees it.

Potential Ingredients: Fish Parts, Common Cloth.

5 gp

Desert Garments — Common

Adventuring Gear (Chest/Legs)

A set of fresh clothes designed to lessen the searing heat of the desert, improving visibility and comfort.

While wearing these garments, you can start making rolls to survive Extreme Heat starting at the second hour.

Potential Ingredients: Fish Parts, Common Cloth, Common Leather.

10 gp

Diving Gear — Uncommon

Adventuring Gear

This set of garments includes a container filled with oxygen, a protective mask, and a pair of large flippers.

While wearing this item, you gain access to the following properties:

- You have a tank of breathable oxygen for 1 Hour.
  - You will need to spend an Activity and 1 gp to refill your oxygen.
- You gain a Swim Speed equal to your base Walk Speed.
- Your Walk Speed is halved.

Potential Ingredients: Fish Parts, Uncommon Leather, Uncommon Cloth.

200 gp

Dunestalker Goat-Elk — Uncommon

Adventuring Gear (Mount)

A fast, limber mount animal with protruding horns and square pupils, it is very skilled at traversing treacherous inclines.

The Dunestalker Elk has a Walk Speed of 40 ft. and a carrying capacity of 200 lb. This mount has Advantage on Athletic Checks when scaling up inclines, and is unaffected by Difficult Terrain.

100 gp

Dredging Tackle — Uncommon

Adventuring Gear (Fishing Tackle)

This tackle is a requirement for the Dredge Technique and includes 50 ft. of durable rope, and a powerful magnet used to pull and attach a variety of refuse.

Potential ingredients: Fish Parts, Uncommon Metal.

100 gp

Dredging Tackle, Magical — Varies

Adventuring Gear (Fishing Tackle)

When you make a Fishing Table Roll while using the Dredge Technique, you are also able to hook junk at a lower result. The bonus depends on the rarity of the item.

Potential ingredients: Fish Parts, Dredging Tackle.

Rarity	Expanded Junk Hook	Market Value
Uncommon	7	400 gp
Rare	6-7	4,000 gp
Very Rare	5-7	40,000 gp

Fishing Cannon — Rare

Adventuring Gear (Fishing)

A massive black cannon smithed originally for ships to use in naval combat, but over time was re-engineered with fire runes by tinkerers to use for fishing in bodies of iced-over water. It has one chamber for a massive ice-drilling explosive, and another for an arcane net used to capture fish.

If you spend 1 Hour with this item, you can set the cannon's fire runes and load its firing chamber with explosives worth at least 100 gp. As an Action after setup, you can fire the cannon, breaking through obstacles, such as thick ice. Immediately after, an arcane net is fired, wrapping around fish that gather in the newly warmed body of water.

- When fired, the cannon makes a loud explosion sound that can be heard by anyone with a Passive Perception of 5 or more in a 1 mile radius.
- Make 2 Fishing Table Rolls. You immediately catch a fish of Large size or smaller that is Level 15 or below.
- Once fired, the Fishing Cannon must spend 12 Hours without use, or risks overheating.
- If fired again before that time, roll a d20. On a roll of 9 or lower, the cannon breaks, requiring 5 Activities and 1,000 gp worth of materials to repair.

Potential Ingredients: Fish Parts, Rare Metals, Explosives.

4,000 GP

Fishing Stilts — Common

Adventuring Gear (Fishing)

A reinforced stilt made of driftwood, which can support the weight of a Medium or Large sized creature. While balance on the stilt requires a stern focus and adequate athleticism, it can grant an angler an edge while fishing along the coast.

This is required for the Stilt Fishing Advanced Style.

Potential Ingredients: Fish Parts, Common Wood.

5 GP

Fishing Stilts, Magical — Varies

Adventuring Gear (Fishing)

While you are attuned to this item and using the Stilt Fishing Advanced Style, you gain the following effects:

- You gain a bonus on Dexterity Saving Throws to maintain your balance on the stilts. The bonus depends on the rarity of the item.
- You gain a bonus to Fishing Checks. The bonus depends on the rarity of the item.

Potential Ingredients: Fish Parts, Fishing Stilt.

RARITY	BONUS	MARKET VALUE
Uncommon	+1	400 GP
Rare	+2	4,000 GP
Very Rare	+3	40,000 GP

Fishing Tackle — Common

Adventuring Gear (Fishing)

This tackle allows you to utilize Fishing Styles and includes a professionally crafted rod, silken line, bobbers, hooks, tackles, sinkers, a small net, gloves, and a container to keep fish. You can keep 1 Small size fish or 4 Tiny size fish in the container.

Potential Ingredients: Fish Parts, Common Metals, Common Wood.

1 GP

Fishing Tackle, Magical — Varies

Adventuring Gear (Fishing)

You gain a bonus while making Fishing Checks with this tackle with non-Noodling, Basic Fishing Styles. The bonus depends on the rarity of the item.

Potential Ingredients: Fish Parts, Fishing Tackle.

RARITY	BONUS	MARKET VALUE
Uncommon	+1	200 GP
Rare	+2	2,000 GP
Very Rare	+3	20,000 GP

Fishing Trap — Common

Adventuring Gear (Fishing)

A trap made of wire to easily catch wandering fish.

- This is a requirement for the Trap Fishing Advanced Style.
- This can be used a number of times equal to your Intelligence Modifier before it needs to be repaired, spending 10 gp of materials and 1 Hour to do so.

Potential ingredients: Fish Parts, Common Metals.

10 GP

Fishing Trap, Magical — Varies

Adventuring Gear (Fishing)

A trap made of wire to easily catch wandering fish.

- This is a requirement for the Trap Fishing Advanced Style.
- Unlike the mundane Fishing Trap, this can be used indefinitely.
- You gain a bonus while making Fishing Checks with this trap. The bonus depends on the rarity of the item.

Potential ingredients: Fish Parts, Fishing Trap.

RARITY	BONUS	MARKET VALUE
Uncommon	+1	200 GP
Rare	+2	2,000 GP
Very Rare	+3	20,000 GP

Fracturing Pistons — Rare

Adventuring Gear (Fishing)

A full kit of large, powerful mining pistons designed to strike the earth and inject pressurized air into it. Fracturing Pistons require the appropriate permissions and will draw attention from authorities.

Fracturing Pistons are required for the Fracture Fishing Advanced Style, and takes 8 Hours to set up in a fishing area. Fracturing Pistons cannot go beyond a depth of 20 ft., and cannot be used in the following environments: Ocean, Deep Ocean, and Hells.

Potential Ingredients: Fish Parts, Rare Metals, Rare Gemstones, Explosive Powder.

1,000 GP

Frost Rod — Rare

Adventuring Gear (Fishing)

- **Tackle Set.** You can use this as your Fishing Rod when utilizing Fishing Styles. If you are attuned to an item that provides a bonus to your Fishing Check, you benefit from that bonus while using this rod.
- **Flash Freeze (3/Long Rest).** You can activate this rod to flash freeze a fish that you have rolled on a Fishing Table, which reduces the fish's DC by 5 for the fishing encounter. This must be declared before a Fishing Check is attempted.

Potential Ingredients: Fish Parts, Rare Metals, Rare Gemstones

1,000 GP

Gravity Fishing Tackle — Rare

Adventuring Gear (Fishing)

To the standard eye, this looks like any ordinary tackle. However, when attempting to pick it up, it feels heavy in your hands - thanks to the magical enchantment that allows it to be used in deep ocean environments.

This tackle allows you to utilize Fishing Styles and Techniques in deep ocean environments, and in areas where gravity has been altered.

Potential Ingredients: Fish Parts, Fishing Tackle, Rare Gemstones.

1,000 GP

Gravity Fishing Tackle, Magical — Varies

Adventuring Gear (Fishing)

You gain a bonus while making Fishing Checks with this tackle with non-Noodling, Basic Fishing Styles. The bonus depends on the rarity of the item.

Potential Ingredients: Fish Parts, Gravity Fishing Tackle.

RARITY	BONUS	MARKET VALUE
Uncommon	+1	1,200 GP
Rare	+2	3,000 GP
Very Rare	+3	21,000 GP

Harpoon Gun — Uncommon

Adventuring Gear

This mounted cannon is a staple of large game fishing vessels. It is loaded with a wicked projectile, designed to hook onto a sizable creature to prevent its escape.

The Harpoon Gun must be affixed to an object or structure during a 10 Minute period before it can be used.

- **Harpoon Gun (Action - 1/Turn).** You may fire the Harpoon Gun at a target within 120 ft., making a Ranged Attack Roll. If you are proficient in Martial Weapons, you add your Proficiency Bonus.
  - On a hit, a target takes 2d12 Piercing Damage and is hooked by the harpoon, which makes it unable to move more than 120 ft. away from the Harpoon Gun.
  - A creature may use its Action to attempt a Strength (Athletics) Check to break free on each of its turns.

Potential Ingredients: Fish Parts, Uncommon Metals, Cannon, Explosives, Harpoon.

250 GP

Headlamp — Common

Adventuring Gear (Head)

In a clever bit of engineering, a fragment of a glowing crystal has been grafted onto a safety helmet and amplified.

While worn, this helmet sheds Bright Light in a 45 ft. cone and Dim Light for another 45 ft. in front of the wearer. A metal slide in front of the stone allows the light to be quickly shut off.

Potential Ingredients: Fish Parts, Common Metals, Lamp.

50 GP

Heated Furs — Uncommon

Adventuring Gear

An outfit crafted of furs that covers the body from head to toe, and sewn with connecting gloves, boots, and a hood to ensure no skin is exposed. Coated in specialized oils native to arctic territories, these furs retain heat and expel cold.

While wearing these furs, you are protected from exposure for up to 8 Hours before the furs must be warmed by a fire in a dry environment during a Short Rest.

Potential Ingredients: Fish Parts, Uncommon Leather, Furs from Beasts.

400 GP

Hiking Boots — Common

Adventuring Gear (Feet)

These fine leather boots go up past the knees, allowing anglers to stride into shallow waters without exposing their feet or legs to the elements.

While wearing this item you gain access to the following properties:

- You ignore Difficult Terrain associated with scaling terrain from mountainous environments and are immune to caltrops.

Potential Ingredients: Fish Parts, Common Leather, Boots.

50 GP

HIKING BOOTS

ICE FISHING KIT

Ice Fishing Tackle — Common

Adventuring Gear (Fishing)

This kit includes warm clothing, an ice-regulated fishing line and tackle, an auger and scoop, and specialized bait for the cold water.

This tackle allows you to utilize Fishing Styles and Techniques in arctic environments, and in water that has been frozen over.

Potential Ingredients: Fish Parts, Fishing Tackle.

100 GP

Ice Fishing Tackle, Magical — Varies

Adventuring Gear (Fishing)

You gain a bonus while making Fishing Checks with this tackle with non-Noodling Basic Fishing Styles. The bonus depends on the rarity of the item.

Potential Ingredients: Fish Parts, Ice Fishing Kit.

Rarity	Bonus	Market Value
Uncommon	+1	400 GP
Rare	+2	4,000 GP
Very Rare	+3	40,000 GP

Living Lenses — Rare

Adventuring Gear (Head)

An intricate pair of goggles made with the malleable scales of the Glassfish, allowing for variable vision amplification.

Living Lenses (Action - At Will). You set these goggles to one of three vision modes in order to gain the following benefits:

- **Longview.** You can clearly make out details at extreme distances, even in inclement weather. You no longer make Ranged Weapon Attacks at Long Range with Disadvantage.
- **Clearview.** Simple lenses for a simple purpose. Your eyes are protected from the blinding effects of sand and dust, and you can see for 15 ft. in cloudy water and fog as if you were in Dim Light.
- **Nearview.** You zoom in to get a closer look at the tiniest details. You have Advantage on Investigation and Perception Checks.

Potential Ingredients: Fish Parts, Rare Metal, Rare Gemstones.

4,000 GP

MECHANICAL ARACHNID

Mechanical Arachnid — Rare

Adventuring Gear (Vehicle)

An eight-legged construct with reinforced joints, outfitted to zip across the desert, seamlessly traversing uneven ground.

The Mechanized Arachnid seats two Medium size creatures comfortably, can drag up to 1,000 lb. of weight, and has a Walk Speed of 60 ft.

Potential Ingredients: Fish Parts, Rare Metals, Rare Gemstones.

1,000 GP

Mechanical Stilts — Rare

Adventuring Gear

A pair of long metal stilts filled with pistons and gauges designed to traverse uncertain terrain and enhance speed.

While wearing the Mechanic Stilts, you gain a 10 ft. bonus to your Walk Speed and are unaffected by Difficult Terrain. Your vertical jump distance is doubled.

Potential Ingredients: Fish Parts, Rare Metals.

2,000 GP

Obsidian Diving Suit — Rare

Adventuring Gear

Adventurous infernal denizens developed these clunky, but efficient, diving suits to discover the treasures hidden beneath the fiery rivers and lakes of lava that crisscross the entire plane.

It takes 1 Hour to don this suit.
While wearing this diving suit, you can submerge yourself in lava for 10 Minutes without taking damage.

Potential Ingredients: Fish Parts, Rare Metals, Rare Hides, Rare Gemstones.

2,000 GP

Obsidian Fishing Tackle — Rare

Adventuring Gear (Fishing)

Infernal fishing rods are usually fashioned out of solid black obsidian, a sturdy and elegant material that can withstand even the harshest temperatures.

This tackle allows you to utilize Fishing Styles and Techniques in hell environments, and in magma and lava pools.

Potential Ingredients: Fish Parts, Fishing Tackle, Rare Gemstones.

1,000 GP

Obsidian Fishing Tackle, Magical — Varies

Adventuring Gear (Fishing)

You gain a bonus while making Fishing Checks with this tackle with non-Noodling Basic Fishing Styles. The bonus depends on the rarity of the item.

Potential Ingredients: Fish Parts, Obsidian Fishing Tackle.

Rarity	Bonus	Market Value
Uncommon	+1	400 GP
Rare	+2	4,000 GP
Very Rare	+3	40,000 GP

Rain Gear — Common

Adventuring Gear

A bright yellow leather-clad outfit that can be worn over adventuring gear. Resistant to water, the gear ensures that its wearer never gets wet from the rain.

While wearing this, you are able to fish during rainy weather ensuring that you never get Exhaustion from the rain.

Potential Ingredients: Fish Parts, Common Leather, Common Cloth.

1 GP

Sled Wagon — Common

Adventuring Gear (Vehicle)

A covered wagon outfitted with sled feet for sandy terrain.

This sled can be dragged by beasts or constructs of burden and can comfortably carry up to 600 lb. of weight.

Potential Ingredients: Fish Parts, Common Metals, Common Wood.

100 GP

Snorkel Gear — Common

Adventuring Gear

A mask and valve for your face that allows for sight and easier navigation while underwater. Comes with a pair of fins for your feet to allow for faster swimming.

While swimming with Snorkel Gear, if you do not have natural Swim Speed, your Swim Speed becomes half your Walk Speed plus 5 ft.

Potential Ingredients: Fish Parts, Common Leather, Common Cloth.

10 GP

Surf Fishing Tackle — Common

Adventuring Gear (Fishing)

These large nets can be attached to boats, or pulled along narrow channels, such as sewers or small rivers by two or more people.

This is required for the Surf Fishing Advanced Style.

Potential Ingredients: Fish Parts, Fishing Tackle.

50 GP

Surf Fishing Tackle, Magical — Varies

Adventuring Gear (Fishing)

While you are attuned to this item and using the Surf Fishing Advanced Style, you gain a bonus to Fishing Checks. The bonus depends on the rarity of the item.

Potential ingredients: Fish Parts, Surf Fishing Gear.

Rarity	Bonus	Market Value
Uncommon	+1	400 GP
Rare	+2	4,000 GP
Very Rare	+3	40,000 GP

Trawling Net — Uncommon

Adventuring Gear (Fishing)

These large nets can be attached to boats, or pulled along narrow channels.

This is required for the Net Trawling Advanced Style.

Potential ingredients: Fish Parts, Uncommon Cloth, Net.

100 GP

Trawling Net, Magical — Varies

Adventuring Gear (Fishing)

While you are attuned to this item and using the Net Trawling Advanced Style, you gain the following effects:

- You do not require a second person to use this Technique.
- You gain a bonus to Fishing Checks. The bonus depends on the rarity of the item.

Potential ingredients: Fish Parts, Trawling Net.

Rarity	Bonus	Market Value
Uncommon	+1	400 GP
Rare	+2	4,000 GP
Very Rare	+3	40,000 GP

Vine Tackle — Uncommon

Adventuring Gear (Fishing)

This tackle resembles a tree branch festooned with creeping vines, accented with a pulley system.

When using this tackle, you are able to use the Vine Fishing Advanced Style outside of the Forest Environment.

Potential Ingredients: Fish Parts, Vines, Fishing Tackle.

100 GP

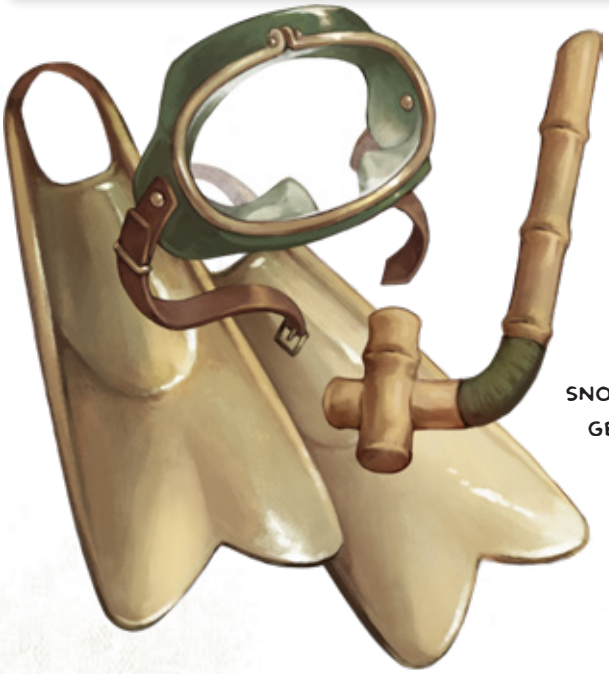
Vine Tackle, Magical — Varies

Adventuring Gear (Fishing)

You gain a bonus while making Fishing Checks with this tackle. The bonus depends on the rarity of the item. In addition, if you are using the Vine Fishing Advanced Style, you add this bonus to Fishing Table Rolls as well.

Potential Ingredients: Fish Parts, Vine Tackle.

Rarity	Bonus	Market Value
Uncommon	+1	400 GP
Rare	+2	4,000 GP
Very Rare	+3	40,000 GP



SNORKEL GEAR

Armor

Cephalopod Shield — Very Rare

Armor (Shield), (*Requires Attunement, 0 Slots*)

The Cephalopod Shield is a grim-looking piece of armor with an iridescent sheen to it. The face of the shield is emblazoned with carved tentacles that curl into each other in incomprehensible shapes, often appearing more flesh-like than metal. Imbued with dark, inky magic, this shield has been known to dye entire underwater battlefields black when oceanic armies clash.

While wielding this shield and attuned to it, you gain access to the following properties:

- **Magic Shield, +2.** You gain a +2 bonus to your AC.
- **Ink Cloud (Reaction - Proficiency Bonus/Long Rest).** As a Reaction to being hit with an attack, you can release a dense cloud of ink in a 20 ft. radius around you. The area becomes heavily obscured until the end of your next turn.
- **Smoke Phasing (Reaction - Proficiency Bonus/Long Rest).** As a Reaction to being hit with an attack, you can teleport up to 10 ft. to an unoccupied space you can see.

Potential Ingredients: Fish Parts, Very Rare Bones, Very Rare Metals

8,000 gp

Hermitshell Armor — Very Rare

Armor (Half Plate), (*Requires Attunement, 1 Slot*)

This gray and bony suit of armor is crafted out of the discarded shells of ancient crustaceans and imbued with their protective magics. Though it fits snugly around its wearer's body, the shell can magically reconfigure itself to create a makeshift fortress or cozy refuge against the dangers of the deep.

While wearing this armor and attuned to it, you gain access to the following properties:

- **Magic Armor, +1.** You have a +1 bonus to AC while wearing this armor.
- **Retreat (Action - 3/Long Rest).** You can hide yourself in your armor. While hiding, you gain the following effects and end when you take another Action to do so.
  - You're considered Prone and your Movement Speed becomes 0.
  - You gain a +4 bonus to your AC.
  - You have Advantage on all Strength Checks and Saving Throws.
  - You have Advantage on all Constitution Saving Throws.
  - You suffer Disadvantage on all Dexterity Saving Throws.
  - You gain Resistance to Bludgeoning, Piercing, and Slashing Damage.

Potential Ingredients: Fish Parts, Very Rare Bones, Very Rare Metals

4,800 gp

Ironskin Mail — Rare

Armor (Scale Mail), (*Requires Attunement, 0 Slots*)

This resplendent suit of armor allows its wearer ample mobility and comfort while affording them the same protection that a heavier set would. Ironskin Mails are a prized possession for desert warriors.

While wearing this armor and attuned to it, you gain access to the following properties:

- **Magic Armor, +1.** You have a +1 bonus to AC while wearing this armor.
- **Masterwork Mithral.** The base AC of this armor is 14 + Dex Modifier (max 3). In addition, this armor does not impose Disadvantage on Dexterity (Stealth) Checks.
- **Desert Protection.** You do not suffer the effects of Extreme Heat while in the Desert environment.

Potential Ingredients: Fish Parts, Scale Mail, Rare Metals.

4,500 gp

Mail of Hooked Chains — Very Rare

Armor (Chain Mail), (*Requires Attunement, 1 Slot*)

A wicked suit of lightweight armor developed by infernal smiths, this mail has served as a standard issue for the armies of many devil nations, and many great battles have been decided by the clash of the sentient chains of the Chained Snapper.

While wearing this armor and attuned to it, you gain access to the following properties:

- **Magic Armor, +2.** You have a +2 bonus to AC while wearing this armor.
- **Animated Chain (Action - 1/Turn).** Chains spring forth from the armor to lash at a combatant. Make a Melee Attack Roll. On hit: 2d6 + Prof. Modifier Slashing Damage.
  - **Reach and Finesse.** This attack has the Reach and Finesse Properties.
  - **Grapple (Bonus Action).** After hitting the target with Animated Chain, you can make a Grapple Check against the target.
    - ***On Success:*** You Grapple the creature, and if you can, pull the creature to a space 5 ft. away from you. Until the Grapple ends, the target is also considered Restrained. When the Grappled condition ends, so does the Restrained condition.

Potential Ingredients: Fish Parts, Very Rare Metals, Chains from a Chain Devil, Chain Mail.

44,000 GP

MAIL OF HOOKED CHAINS

Pleura Plate — Very Rare

Armor (Plate), (*Requires Attunement, 1 Slot*)

By shaping the near-unbreakable carapace of a Titan Arthropleura, skilled blacksmiths are able to create a set of armor worthy of the gods. Its dense, interlocked chitin plates make it almost invulnerable to common martial weaponry. Legendary heroes have learned to use the insect's natural burrowing abilities to conceal themselves within the earth itself, springing deadly ambushes on their hapless enemies.

While wearing this armor and attuned to it, you gain access to the following properties:

- **Magical Armor, +2.** You have a +2 bonus to AC while wearing this armor.
- **Burrow Speed.** You gain 30 ft. Burrow Speed.
- **Ancestral Tunneler (Action - 3/Long Rest).** You gain Tremorsense for 10 Minutes.
- **Prehistoric Fortress (Bonus Action - 1/Long Rest).** You gain Resistance to Bludgeoning, Piercing, and Slashing Damage for 10 Minutes.

Potential Ingredients: Fish Parts Very Rare Bones, Very Rare Metals, Plate

50,000 GP

Reed Sentinel's Gambeson — Uncommon

Armor (Studded Leather Armor), (*Requires Attunement, 1 Slot*)

The garment features a glistening sheen that seems almost iridescent in the sunlight.

While wearing this armor and attuned to it, you gain access to the following properties:

- **Protection from Energy (Action - 1/Long Rest).** You cast Protection from Energy.
- **Color Spray (Action - 1/Long Rest).** You cast Color Spray as a 3rd Level Spell.

Potential Ingredients: Fish Parts, Studded Leather Armor, Prisma Paint.

445 GP

Consumables

Fishing

Environmental Bait — Varies

Consumable (Fishing)

A piece of sizable bug or fish meat from the local environment that has been seasoned to draw fish closer and attract them to bite your hook.

- As part of your Fishing Activity, but before you roll on the Fishing Table, you may apply this item.
- When you make Fishing Table Roll in an environment this bait caters to, you add +10 to the result.
- If you would hook a Fish, the bait is expended. After it has been expended once, it is destroyed.

Potential Ingredients: Fish Parts from the corresponding environment.

Environment	Rarity	Market Value
Plains	Common	1 gp
Forest	Common	1 gp
Urban	Common	1 gp
Coast	Common	10 gp
Mountains	Common	10 gp
Wetlands	Common	10 gp
Arctic	Uncommon	100 gp
Desert	Uncommon	100 gp
Underground	Uncommon	100 gp
Ocean	Uncommon	100 gp
Deep Ocean	Rare	1,000 gp
Hells	Rare	1,000 gp

Environmental Bobber — Varies

Consumable (Fishing)

Mechanically crafted to provide an angler a key advantage in fishing, to give you a last-minute chance to reel in a mighty catch.

- After making a Fishing Check, but before determining the outcome of the result, you can activate the Environmental Bobber to roll an additional d20.
- You choose which of the d20s is used for Fishing Check.
- After the Environmental Bobber is used, it is destroyed.

Potential Ingredients: Fish Parts from the corresponding environment.

Environment	Rarity	Market Value
Plains	Common	1 gp
Forest	Common	1 gp
Urban	Common	1 gp
Coast	Common	10 gp
Mountains	Common	10 gp
Wetlands	Common	10 gp
Arctic	Uncommon	100 gp
Desert	Uncommon	100 gp
Underground	Uncommon	100 gp
Ocean	Uncommon	100 gp
Deep Ocean	Rare	1,000 gp
Hells	Rare	1,000 gp

Food

Baked Stuffed Flat Fish — Uncommon

Consumable (Food)

This fillet of paper tail flat fish is stuffed with tender, seasoned lobster meat and broiled to perfection.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** You regain 1 expended Spell Slot up to 3rd Level.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Uncommon Spices.

200 GP

Chillcone — Common

Consumable (Food)

A sweet treat for a hot day, this fruity concoction is just the thing to keep cool while out on the beach.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Fruit, Common Spices.

1 GP

Chillcone, Magical — Uncommon

Consumable (Food)

Frozen shaved flakes of dragon-conjured ice gathered in a parchment cone and drenched in a fruity-sweet concoction, which comes in a variety of flavors.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** Once during the next 8 Hours, you have Advantage on an Ability Check of your choosing, which must be declared before any roll is made. You can only benefit from this Meal Effect once during the duration.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Chillcone, Uncommon Spices.

200 GP

Crab Cake Platter — Common

Consumable (Food)

Rich and creamy with crisp outer layers of breading, this is a true coastal specialty.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** You can cast Bless for the next Hour. Once cast, you expend this Meal Effect.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Spices.

50 GP

Dragonfire Soup — Common

Consumable (Food)

A spicy soup that feels like you may actually breathe fire after consuming it. It's painful, but for some reason people keep eating it despite the burn.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** Once during the next 8 Hours, you may add 1d4 to your next Fishing Check.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Spices.

50 GP

CHILLCONE

FIERY GRILLED BASS

MUDDY CATFISH STEW

Fiery Grilled Bass — Common

Consumable (Food)

The Fey-Fire Bass is famous for its mildly spicy flavors. This preparation produces a truly fiery dish.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** You gain the ability to cast the Produce Flame Cantrip for the next Hour.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Spices.

25 GP

Hearty Harbor Fish Casserole — Common

Consumable (Food)

A baked mix of fish, crab, vegetables, and cheeses, this is a staple meal of many harbor communities.

When you consume this meal during an Activity, you gain the following effects:

- You remove 3 Fishing Ordeals.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Spices.

50 GP

Inkblink Mochi — Common

Consumable (Food)

This soft ball of dough is filled with a tart black paste that seems to evaporate when consumed. The inky filling is imbued with magics from ocean creatures that can create a camouflage in the darkest waters, making this savory treat a much sought-after meal for deep sea explorers.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- You and anything you are wearing or carrying are considered Invisible for 1 Minute if you are swimming in Deep Ocean waters. This effect ends if you attack or cast a spell.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Spices.

50 GP

Meal O'Plenty — Common

Consumable (Food)

A meal cooked with fresh fish and seasoned spices of the plains.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** Roll one of your Hit Dice to recover a number of Hit Points equal to the result. This does not expend the Hit Dice.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Spices.

50 GP

Muddy Catfish Stew — Uncommon

Consumable (Food)

"Earthy" is the usual term used for describing the taste of Mudrock Catfish. This preparation works with that flavor profile to produce a warm, comforting dish.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** You regain 2d4+2 Hit Points and gain 2d4+2 Temporary Hit Points.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Uncommon Spices.

100 GP

Pan-Seared River Snake — Common

Consumable (Food)

River Snake meat is sweetly savory and a favorite of chefs. This dish is a true delight that is sure to motivate.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** You gain the ability to cast the Guidance Cantrip for the next Hour.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Spices.

25 GP

Pebblefish Poppers — Common

Consumable (Food)

A delicious snack made by frying fat-laden Pebblefish. It allows desert anglers to share the collaborative spirit of the Pebblefish with their comrades.

When you consume this meal during an Activity, you gain the following effects:

- You remove 1 Fishing Ordeal.
- You regain 1d6+1 Hit Points.
- You gain the effect of True Strike until your next Attack Roll or for 1 Hour.

You must complete a Long Rest to benefit from this meal again.

Potential Ingredients: Fish Parts, Common Spices.

50 GP

Sheep's Chips — Uncommon

Consumable (Food)

This container of crispy fried potatoes seasoned with fish flakes is a popular snack for the port city dwellers.

When applied to any source of food, the food's taste is greatly improved and gains the following effects:

- You remove 1 Fishing Ordeal.
- **Meal Effect.** You have Advantage on your next Fishing Check.

Potential Ingredients: Fish Parts, Uncommon Spices.

200 GP

Supreme Spice — Common

Consumable (Food)

A fine white powder that comes in many different flavors, collected from the coastal Spicesquid and kept in a bright red pouch.

When applied to any source of food, the food's taste is greatly improved and gains the following effects:

- This food removes an additional Fishing Ordeal.
- This meal now heals 1d8+1 Hit Points, or improves the healing of the food by 1d8+1.

Potential Ingredients: Fish Parts, Common Spices.

100 GP

Miscellaneous

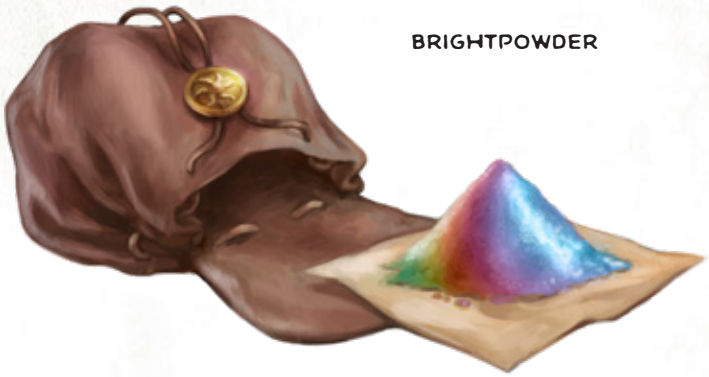
Brightpowder — Common

Consumable (Misc)

- **Charges (3 Charges).** This item has 3 charges. When all charges have been expended, this item is destroyed.
- **Brightpowder (Action - 1 Charge Cost).** When applied to an object no larger than 10 ft. in any direction and exposed to a spark of fire, it grants the benefit of the Light Cantrip for 8 Hours.

Potential Ingredients: Fish Parts.

50 GP



BRIGHTPOWDER

Drop of Moonlight — Very Rare

Consumable (Misc)

This shimmering drop of white light looks like a piece of moonlight fell to earth as a drop of liquid. It's faintly cold to the touch, not quite liquid or solid.

- **Charges (7 Charges).** This item has 7 charges. When all charges have been expended, this item is destroyed.
- **Moonbeam (Action - 1 Charge Cost).**
  - You can expend 1 or more of its charges to cast the Moonbeam as a 4th Level Spell (**DC 17**) from it.
  - You can expend additional charges to cast Moonbeam at a higher level, which each additional charge increasing the level of the spell by 1. (Max: 6th Level)
- **The Moon Within (Action - 7 Charge Cost).**
  - You consume the drop, becoming a shapeshifter, permanently.
    - Choose a beast of CR 2 or less. If you can see the moon or are under the moonlight, you can transform into this creature or back to your normal form as a Bonus Action.
    - This transformation lasts up to 1 Hour and follows the same rules as a Druid's Wild Shape class feature. Once you use this ability, you must take a Short Rest before you can use it again.

Potential Ingredients: Fish Parts, Lycanthrope Blood.

20,000 GP

Flashbang Mussel — Uncommon

Consumable (Misc)

(Action - Consumable). You can throw the mussel up to 30 ft. Anyone within 5 ft. of the impact must make a Wisdom Saving Throw (**DC 16**).

- ***On Failure:*** The target is Blinded for 1 Minute.

Open mussels can also be used as a light source, initially shedding Bright Light for 40 ft. and Dim Light for an additional 40 ft. After 1 Hour, this light begins to dim, only shedding Bright Light for 20 ft. and Dim Light for another 20 ft. After another Hour, the light fades entirely.

Potential Ingredients: Flashbang Mussel.

170 GP

Gravity Pearl — Uncommon

Consumable (Misc)

A small black pearl that pulses with heavy magic.

(Action - Consumable). You can activate the pearl with a command word, which increases its weight tenfold for 10 Minutes and reduces the Movement Speed of any creature carrying it by 10 ft. Once the item has been used, it dissolves into sea foam.

Potential Ingredients: Fish Parts, Uncommon Gemstones.

100 GP

Manuscript of Ability — Rare

Consumable (Misc)

An ancient arcane contract written upon infernal parchment and celestial ink, this contract allows one the ability to sacrifice their innate ability for another, more desired one.

If you spend 24 Hours over a period of 3 Days or fewer studying the manuscript and practicing its guidelines, you immediately do the following:

- Select one of your Ability Scores. Reduce that score by two.
- Select a different Ability Score. Increase that score by two (to a maximum of 20).

The manuscript is then destroyed.

Potential Ingredients: Fish Parts, Rare Gemstones.

4,000 GP

Manuscript of Craft — Rare

Consumable (Misc)

An ancient arcane contract written upon infernal parchment and celestial ink, this contract allows one the ability to sacrifice their skill with a craft for another.

If you spend 24 Hours over a period of 3 Days or fewer studying the manuscript and practicing its guidelines, you immediately do the following:

- Select one Tool with which you are proficient. You are no longer proficient in that Tool, and can no longer become proficient in that skill for the rest of your natural life.
- Select one Tool with which you are not proficient. You are now proficient with that Tool.

The manuscript is then destroyed.

Potential Ingredients: Fish Parts, Rare Gemstones.

4,000 GP

Manuscript of Skill — Rare

Consumable (Misc)

An ancient arcane contract written upon infernal parchment and celestial ink, this contract allows one the ability to sacrifice their innate skill for another.

If you spend 24 Hours over a period of 3 Days or fewer studying the manuscript and practicing its guidelines, you immediately do the following:

- Select one Skill that you are proficient in. You are no longer proficient in that skill.
- Select one Class Skill that you are not proficient in. You are now proficient in that skill.

The manuscript is then destroyed.

Potential Ingredients: Fish Parts, Rare Gemstones.

4,000 GP

Naval Mine — Uncommon

Consumable (Misc)

Made for naval defense, these metallic explosive devices are the bane of ships and swimmers alike. When near a maritime stronghold, it is not unusual to hear the muffled underwater explosion that has surely spelled doom for an unfortunate passerby.

(Action - Consumable). The Naval Mine can be deployed within a body of water. It explodes when any Small size or larger target moves within 5 ft. of it. Creatures within 10 ft. of the explosion must make a Dexterity Saving Throw (**DC 15**).

- ***On Failure:*** The target takes 4d8 Force Damage.
- ***On Success:*** The target takes half as much damage.

Potential Ingredients: Fish Parts, Uncommon Metals, Explosives.

400 GP

Prisma Paint — Uncommon

Consumable (Misc)

This consumable has following properties:

- **Charges (5 Charges).** This item has 5 charges. When all charges have been expended, this item is destroyed.
- **Tool Advantage (Action - 1 Charge Cost).** By spending 1 charge, you gain Advantage on Tool Checks with Painter's Supplies for 1 Hour.
- **Color Spray (Action - 2 Charge Cost).** By spending 2 charges, you cast Color Spray as a 3rd Level Spell.

Potential Ingredients: Fish Parts.

200 GP

SeaCentaur Mine — Rare

Consumable (Misc)

A bright blue bomb, roughly 2 ft. in height and width, tinkered by the mind of a brilliant environmentalist - covered in runes and stuffed with all manner of aquatic compounds.

(Action - Consumable). You can activate this mine in any body of water in a 1 Mile radius. Magical residue and SeaCentaur eggs are littered throughout the region in harmless bursts of wind and water. Magically, the SeaCentaurs are born and reach adulthood quickly, with all of the matter necessary to enhance their natural detoxification.

After 24 Hours, the body of water gains the following effects:

- All toxic or harmful contents are removed, and the water becomes pure and clean.
- Any damaged areas of the environment, including plant life, are restored or rebuilt to their previous condition.
- You gain Advantage on Fishing Table Rolls made here.

A body of water that has gained the benefits of a SeaCentaur Bomb cannot gain those same benefits again for a year.

Potential Ingredients: Fish Parts.

4,000 GP

Oil

Cooling Oil — Uncommon

Consumable (Oil)

A magical potion that smells of sweet coconuts, with a supple texture.

(Action - Consumable). You can apply this to your skin, which protects your skin from the threats of the sun and presents a cooling aura that lasts for 12 Hours.

- You automatically succeed any Constitution Saving Throws made to Extreme Heat effects.

Potential Ingredients: Fish Parts.

200 GP

Deepglow Oil — Uncommon

Consumable (Oil)

A fine oil infused with the bioluminescent glow of cavern life, able to infuse most objects with light for a short while.

- **Charges (4 Charges).** This item has 4 charges. When all charges have been expended, this item is destroyed.
- **(Action - 1 Charge Cost).** When applied to a weapon, shield, tool, or piece of clothing, the object glows, shedding Bright Light for 20 ft. and Dim Light for an additional 20 ft. This lasts for 1 Hour.

Potential Ingredients: Fish Parts, Fish Oil.

200 GP

Fish Oil — Common

Consumable (Oil)

Slick and slightly smelly, this oil is used to treat wood, waterproof clothing, and can even be added to food as a dietary supplement.

(Special - Consumable). When expended as part of Carving, this oil provides a one-time +1 bonus to Carving Checks for 1 Hour. This bonus does not stack.

Potential Ingredients: Fish Parts.

50 GP

Oil of Bone Growth — Uncommon

Consumable (Oil)

A bottle of paste white coloring, with the consistency and texture of sand, which is magnetically pulled to most metals.

(Action - Consumable). When you apply this oil onto a non-magical melee weapon for 1 Hour, your weapon gains the following effects:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.

Potential Ingredients: Fish Parts, Fish Oil.

200 GP

Oil of Iron Blood — Rare

Consumable (Oil)

An oil that is a dark gray sludgy substance with large bubbles that have the texture of gravel.

(Action - Consumable). When you apply this oil onto a non-magical armor weapon for 1 Hour, your armor gains the following effects:

- **Magic Armor, +1.** You have a +1 bonus to AC while wearing this armor.

Potential Ingredients: Fish Parts, Fish Oil.

2,000 GP

Oil of Bone Growth

Silver Polish — Common

Consumable (Oil)

A vial of silver mercury, a bane to a variety of supernatural threats.

(Action - Consumable). When Silver Polish is applied to a weapon or 10 pieces of ammunition, it is considered a Silver Weapon for 1 Hour.

Potential Ingredients: Fish Parts.

50 GP

Poison

Bliss — Uncommon

Consumable (Poison - Ingested)

A creature subjected to this poison must make a Constitution Saving Throw (**DC 13**).

- ***On Failure:*** The target is overcome with a feeling of joy an ecstasy for 1 Hour. All Charisma Checks made against the creature are rolled at Advantage, and the creature makes all Wisdom Checks at Disadvantage.

Potential Ingredients: Fish Parts, Basic Poison, Uncommon Alchemical Herbs.

200 GP

Burrowing Slayer — Very Rare

Consumable (Poison - Ingested)

This deadly poison takes a deep hold within a creature and destroys them over time.

A creature subjected to this poison must make a Constitution Saving Throw (**DC 18**).

- ***On Failure:*** The target takes 8d10 Necrotic Damage, their Hit Point Maximum is reduced by an amount equal to the Necrotic Damage taken, and they become Poisoned. The creature dies if this effect reduces their Hit Point Maximum to 0. The creature must repeat their Saving Throw every 24 Hours or suffer the same effect. The poison lasts until a creature succeeds their Saving Throw or until they are targeted by a Greater Restoration spell.
- ***On Success:*** The target takes half damage.

Potential Ingredients: Fish Parts, Basic Poison, Very Rare Alchemical Herbs.

20,000 GP

Devourer's Delight — Rare

Consumable (Poison - Ingested)

This toxin is designed to destroy a creature's intellect.

A creature subjected to this poison must make a Constitution Saving Throw (**DC 16**).

- ***On Failure:*** The target takes 6d6 Psychic Damage, and their Intelligence Score is reduced by 1d4 for 24 Hours. The creature dies if this reduces their Intelligence to 0.
- ***On Success:*** The target takes half damage.

Potential Ingredients: Fish Parts, Basic Poison, Rare Alchemical Herbs.

2,000 GP

Dry Drowner — Rare

Consumable (Poison - Injury)

Creatures that consume this poison contort in horrifying ways.

A creature subjected to this poison must make a Constitution Saving Throw (**DC 16**).

- ***On Failure:*** The target takes 6d6 Poison Damage and is Paralyzed and at risk of suffocating as their body seizes and closes their airways. The poison lasts for 10 Minutes or until the creature is targeted with a Lesser or Greater Restoration spell.
- ***On Success:*** The target takes half damage.

Potential Ingredients: Fish Parts, Basic Poison, Rare Alchemical Herbs.

2,000 GP

Friendly Neighbor — Uncommon

Consumable (Poison - Ingested)

A creature subjected to this poison must make a Constitution Saving Throw (**DC 13**).

- ***On Failure:*** The target takes 1d12 Poison Damage, is Poisoned for 24 Hours, and their mind is inundated with a feeling of intense danger. For the duration, the creature becomes paranoid and regards all other creatures with suspicion and wariness.
- ***On Success:*** The target takes half damage and isn't affected.

Potential Ingredients: Fish Parts, Basic Poison, Uncommon Alchemical Herbs.

200 GP

Venomspite — Uncommon

Consumable (Poison - Injury)

A vial of crimson-red venom, with the consistency of acid and the scent of burning hot coals. A fast-acting poison that rushes through its victim's system.

(Action - Consumable). You can use the poison in this vial to coat one Slashing or Piercing weapon or up to three pieces of ammunition. Once applied, the poison retains potency for 1 Minute before drying. A creature subjected to this poison must make a Constitution Saving Throw (**DC 13**).

- ***On Failure:*** The target takes 2d6 Poison Damage and becomes Poisoned for 1 Hour.

Potential Ingredients: Fish Parts, Basic Poison, Rare Alchemical Herbs.

200 GP

Potion

Blinker Draught — Uncommon

Consumable (Potion)

The liquid in this vial has a strange effect on the eyes, almost looking as though it's trying to escape through the glass.

For 1 Minute you are able to teleport up to 30 ft. to an unoccupied space that you can see as your Movement.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

200 GP

POTION OF ABSOLUTE RESISTANCE

Eternal Coelacanth Elixir — Very Rare

Consumable (Potion)

This thick red potion looks similar to a Potion of Healing, but while holding it you get a sense of incredible age.

When you drink this potion, you gain the following effects:

- You won't age for 1d10 Years. While you don't age, you suffer none of the usual frailties and weaknesses of your age.

Potential Ingredients: Fish Parts, Very Rare Alchemical Herbs.

20,000 GP

Fine Wine — Rare

Consumable (Potion)

Peddled by Palas as a luxurious beverage of his own vintage creation, this bottle of pale red liquor smells strongly of sea brine and an unidentifiable mix of fruit.

When you have a drink of this liquid, you must make a Constitution Saving Throw (**DC 15**). You can choose to fail this roll.

- ***On Failure:*** The target's Strength Ability Score increases by 2 (Max: 22) and their Intelligence and Wisdom Ability Scores decrease by 2 each for 1 Minute.
- If your Intelligence or Wisdom score drops to 0 or below in this way, you are Unconscious for the duration.

You can only be under the effect of one "Fine Wine" at a time.

Potential Ingredients: Fish Parts, Rare Alchemical Herbs.

2,000 GP

Knight's Brew — Rare

Consumable (Potion)

Typically brewed from the remains of a fallen Greenknight Ray, this potion represents the valor of a fallen warrior that has fought many battles, protecting the ocean's weaker denizens. The potion has a blood-red tint to it, dotted with green bubbles, and has a hearty taste to it.

When you drink this potion, for 10 Minutes, you gain the following effects:

- +1 to AC.
- Your first Opportunity Attack this round does not expend a Reaction.

Potential Ingredients: Fish Parts, Rare Alchemical Herbs.

2,200 GP

Miracle Elixir — Rare

Consumable (Potion)

A thick, purple liquid with small spherical particles floating within.

When you drink this potion, you are able to end one of the following effects on you:

- One of the following conditions: Blinded, Deafened, Paralyzed, or Poisoned.
- One effect that Charmed or Petrified the target.
- One curse, including the target's attunement to a cursed magic item.
- Any reduction to one of the target's Ability Scores.
- One effect reducing the target's Hit Point Maximum.

Potential Ingredients: Fish Parts, Rare Alchemical Herbs.

2,000 GP

Panic Potion — Rare

Consumable (Potion)

A potentially dangerous use of a valuable commodity in the depths.

When you drink this potion, for 1 Hour, you gain the following effects:

- When you are reduced to 0 Hit Points, you drop to 1 Hit Point instead and immediately shift into the Ethereal Plane.
- You return to the Material Plane at the end of your next turn, or you may end it yourself at any point prior (no Action required).
- Upon returning to the Material Plane, you heal for 4d4+4 Hit Points.

Potential Ingredients: Fish Parts, Rare Alchemical Herbs.

2,000 GP

Polymorph Potion — Rare

Consumable (Potion)

A potion typically brewed by Hags and Witches, which grants one the ability to change their form at will.

After drinking this potion, you gain the benefits of the Polymorph spell, without needing to maintain Concentration.

Potential Ingredients: Fish Parts, Rare Alchemical Herbs.

2,000 GP

Potion of Absolute Resistance — Very Rare

Consumable (Potion)

Crafted from the essence of the most resilient creatures in existence, these miraculous elixirs have been known to turn the tide of a seemingly unwinnable battle.

When you drink this potion, you gain Resistance to all damage types and Advantage on all Saving Throws for 1 Minute.

Potential Ingredients: Fish Parts, Very Rare Alchemical Herbs.

8,000 GP

POTION OF SCALE GROWTH

POTION OF NECROTIC TOUCH

Potion of the Acid Spew — Uncommon

Consumable (Potion)

This potion looks like little more than a bottle of raw sewage. It neither tastes nor smells any better. When drunk, it feels as if acid is boiling and churning in one's stomach.

When you drink this potion, for 1 Hour, you gain the following effects:

- You can use a Bonus Action to exhale acid at a target in a 15 ft. line in front of you. All targets in the area must make a Dexterity Saving Throw (**DC 13**).
  - ***On Failure:*** The target takes 5d8 Acid Damage.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

200 GP

Potion of Fairy Vision — Uncommon

Consumable (Potion)

It is often said that no gift of the fey comes without a cost. This potion is no exception.

When you drink this potion, the following effects happen:

- You gain Darkvision for 1 Hour, and the ability to see invisible creatures.
- When the potion's effect ends, you are Blinded for 1 Hour afterward.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

200 GP

Potion of Iron Stomach — Uncommon

Consumable (Potion)

This caustic brew was specially designed by gourmands looking to expand their food horizons into highly questionable materials.

When you drink this potion, for 1 Hour, you gain the following effects:

- You become immune to any poison or disease gained that you ingest for 1 Hour.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

200 GP

Potion of Liquidity — Uncommon

Consumable (Potion)

This viscous substance moves of its own accord within its vial. It unlocks the secrets of the drain water jelly for those brave enough to drink it.

When you drink this potion, for 1 Minute, you gain the following effects:

- **Amorphous.** You can move through a space as narrow as 1 in. wide without squeezing.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

4,000 GP

Potion of Necrotic Touch — Uncommon

Consumable (Potion)

This putrid vial of viscous black bile, when fed to a corpse, allows the wielder to control death.

When you feed this potion to a corpse, you are able to raise it as an Undead creature. This follows the same effects as if you cast Animate Dead.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

200 GP

Potion of Scale Growth — Common

Consumable (Potion)

A yellow-tinted potion that glimmers like diamonds in the sunlight from the scales occupying the concoction. When uncorked, it has a horrifying scent of mildew and algae that nauseates the senses.

When you drink this potion, for 1 Hour, you gain the following effects:

- Scales immediately grow over your skin.
- You have a bioluminescent glow providing 5 ft. of Dim Light.
- You gain 1d4+4 Temporary Hit Points.

Potential Ingredients: Fish Parts, Common Alchemical Herbs.

50 GP

SILVER-TONGUED PARASITE

MERTONIC

Potion of Shimmering Form — Uncommon

Consumable (Potion)

This potion glitters with shimmering colors and tastes like a kaleidoscope of flavors.

When you drink this potion, you gain the following effects for 1 Minute:

- Any Ranged Attack made against you suffers Disavantage.
- You gain Advantage on all Dexterity (Stealth) Checks while standing still.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

250 GP

Potion of Twinned Essence — Rare

Consumable (Potion)

The heart of a Dicephalous Arcturus floats within this amber brew. The vial is recommended to be swallowed in one shot, heart and all.

When you drink this potion, for 1 Hour, you gain the following effects:

- Your mind expands, granting you the ability to maintain Concentration on two spells at once.

Potential Ingredients: Fish Parts, Rare Alchemical Herbs.

2,000 GP

Potion of Vine Growth — Uncommon

Consumable (Potion)

This potion resembles pond water heavy with vegetation.

When this potion is poured over an area, for 1 Hour, the following effects happen:

- The ground in a 20 ft. radius centered on a point within range twists and sprouts thick and troublesome vines. The area becomes Difficult Terrain for 10 Minutes.
- These vines can be used for fishing, granting a +1 bonus to Fishing Checks with the Vine Fishing Advanced Style.

When you drink this potion, the following effects happen:

- You take 3d8 Force Damage as the vines wretch around your gut.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

200 GP

Primal Potion — Rare

Consumable (Potion)

A brown bubbling brew with the consistency of tar. Bitter, yet wild to the taste.

When you drink this potion, for 1 Hour or until you expend this, you gain the following effects:

- The next time you would fail a Saving Throw, you can choose to succeed instead.

Potential Ingredients: Fish Parts, Rare Alchemical Herbs.

2,000 GP

Mertonic — Uncommon

Consumable (Potion)

A potion with a light blue hue that looks like it could be from a crystal clear lake.

When you drink this potion, for 1 Hour, you gain the following effects:

- You grow gills on your neck if you do not have them and your hands and feet become webbed with fin-like appendages.
- You can no longer breathe air, but can instead breathe underwater.
- You gain a 30 ft. Swim Speed.

Potential Ingredients: Fish Parts, Uncommon Alchemical Herbs.

200 GP

Silver-Tongued Parasite — Rare

Consumable (Potion)

A viscous blue liquid with floating particles that still twitch. This potion is crafted by empowering the mind-altering toxins of certain ocean parasites, granting its user enhanced abilities to tamper with the will of their enemies.

When you drink this potion, your DC for Enchantment spells increases by 2 for 1 Hour.

Potential Ingredients: Fish Parts, Rare Alchemical Herbs.

2,000 GP

MIST BOMB

FLASHBULB

Thrown

Elemental Bomb — Uncommon

Consumable (Thrown)

An ordinary black powder bomb, which easily fits in the palm of a hand, enchanted with a variety of elemental runes.

(Action - Consumable). You can activate this bomb and throw it at a point up to 30 ft. away. Each creature within 10 ft. of that point must make a Dexterity Saving Throw (**DC 13**).

- ***On Failure:*** The target takes 3d6 damage.
- ***On Success:*** The target takes half as much damage.

The damage type is determined by the bomb purchased, of which the following are available:

ITEM	DAMAGE
Fire Elemental Bomb	3d6 Fire Damage
Ice Elemental Bomb	3d6 Cold Damage
Wind Elemental Bomb	3d6 Thunder Damage
Earth Elemental Bomb	3d6 Bludgeoning Damage

Potential Ingredients: Fish Parts, Explosives.

150 GP

Flashbulb — Common

Consumable (Thrown)

A hinged, metal sphere with a bit of flint and flash paper at its center. When cracked against the surface, the sphere pops open with a loud crack and delivers a blinding light.

(Action - Consumable). You may throw the Flashbulb at a point up to 30 ft. away. All creatures within a 10 ft. radius of that point must make a Constitution Saving Throw (**DC 13**).

- ***On Failure:*** The target is Blinded until the beginning of their next round.

Potential Ingredients: Fish Parts, Common Metals.

50 GP

Mist Bomb — Common

Consumable (Thrown)

A slapdash work of alchemy has turned the gills of one of the wetlands' steamfish into a sort of improvised smoke bomb.

(Action - Consumable). You can throw this bomb at a point up to 60 ft. away, where it creates a zone of mist similar to the Fog Cloud spell with a duration of 10 Minutes.

Potential Ingredients: Fish Parts, Common Alchemical Herb, Explosives.

50 GP

Maw Bomb — Rare

Consumable (Thrown)

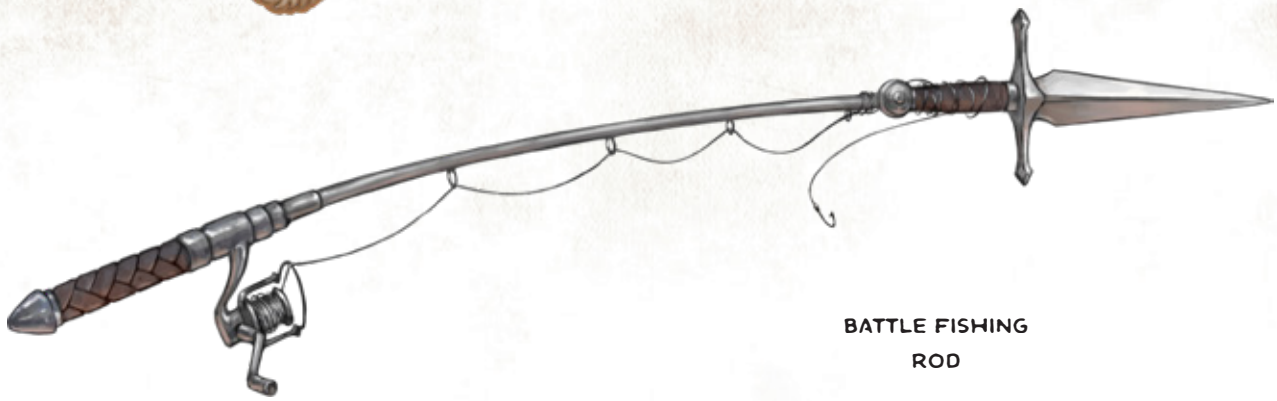
The innards of the Gaping Voidfish pull fish into its seemingly infinite gullet, and this mix of alchemy does something similar.

(Action - Consumable). You can throw this bomb at a point up to 60 ft. away. When thrown or struck by a projectile, this bomb detonates, creating a 30 ft. area of twisted space.

- Each creature within the detonation area must make a Strength Saving Throw (**DC 17**).
  - ***On Failure:*** The target takes 4d8 Force Damage and is pulled 5 ft. away from the detonated space.
- The area is considered Difficult Terrain for the next minute.

Potential Ingredients: Fish Parts, Rare Gemstones, Explosives

2,000 GP



BATTLE FISHING ROD

Weapons

Battle Fishing Rod — Uncommon

Weapon (Warhammer)

This reinforced steel fishing rod is a multifunctional piece of equipment - not only is it able to support even the heaviest of fish hooked on the line, but you can even rig another weapon to the end of this flexible rod.

The Battle Fishing Rod is considered a Martial Melee Weapon. When wielding the Battle Fishing Rod, you have access to the following features:

- **Warhammer.** When the Battle Fishing Rod does not have a weapon rigged onto it, this weapon has the same properties as a Warhammer (*SRD 5.1*).
- **Fishing Tackle.** When the Battle Fishing Rod does not have a weapon rigged onto it, it is considered part of Fishing Tackle, allowing you to make Fishing Checks with it.
- **Weapon Rigging.**
  - When you spend 1 Hour with the Battle Fishing Rod, you can attach a Simple Melee Weapon to the end of the rod, as per the table "Battle Fishing Rod - Weapon Rigging"
  - The weapon cannot have the Two-Handed or Heavy properties.
  - This grants the rigged weapon with the Reach (10 ft.) and Versatile properties [See Battle Fishing Rod - Versatile Damage Table] if it did not originally have them.
  - When you have a weapon rigged, you cannot use the Warhammer or Fishing Tackle features of this weapon.
  - The weapon loses any Thrown properties while rigged onto the Battle Fishing Rod.

Potential Ingredients: Fish Parts, Fishing Tackle.

100 GP

BATTLE FISHING ROD - VERSATILE DAMAGE

WEAPON	ONE-HANDED DAMAGE	TWO-HANDED DAMAGE
Club	1d4 Bludgeoning	1d6 Bludgeoning
Dagger	1d4 Piercing	1d6 Piercing
Handaxe	1d6 Slashing	1d8 Slashing
Javelin	1d6 Piercing	1d8 Piercing
Light Hammer	1d4 Bludgeoning	1d6 Bludgeoning
Mace	1d6 Bludgeoning	1d8 Bludgeoning
Quarterstaff	1d6 Bludgeoning	1d8 Bludgeoning
Sickle	1d8 Slashing	1d6 Slashing
Spear	1d6 Piercing	1d8 Piercing

Boneedge — Rare

Weapon (Longsword), (*Requires Attunement, 0 Slots*)

This weapon's bludgeoned edge is capable of carving through the cursed threats of undead that wander the plains at night.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Boneslayer (Special - 1/Turn).** When you damage an Undead creature with this weapon, it deals an additional 1d8 Bludgeoning Damage.
- **Deathbreaker.** If damage from this weapon reduces an Undead creature to 0 Hit Points, they are immediately destroyed, nullifying the Undead Fortitude feature.

Potential Ingredients: Fish Parts, Rare Bones, Holy Water.

1,000 GP

Brightblade — Very Rare

Weapon (Shortsword), (*Requires Attunement, 1 Slot*)

A shortsword that has been enchanted with the light of the sun upon the coast, and crafted from the bones and scales of fish that have basked within it for years. A radiant light shimmers from the edge of the blade, which can pierce the horizon and bring hope to the unknown.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +2.** You have a +2 bonus to Attack and Damage Rolls made with this magic weapon.
- **Altered Damage Type.** This weapon deals Radiant Damage instead of Slashing Damage.
- **Holy Weapon (Action - 1/Long Rest).** You cast Flame Strike as a 6th Level Spell (**DC 15**).

Potential Ingredients: Fish Parts, Very Rare Metals, Very Rare Gemstones.

24,400 GP

BONEEDGE

Dredgenaught

RARE

Weapon (Flail), (*Requires Attunement, 1 Slot***)**

Tired of dealing with the pesky creatures of the deep, unruly buccaneers, and the occasional disgruntled competitor, dredging companies have created this fearsome flail. Its large magnetic head can just as easily clean up a pond as it can disarm a knight, and the spiked barbs that surround it can turn away even the angriest predator.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage rolls made with this magic weapon.
- **Magnetic Field (Action - At Will).** For 1 Minute, you gain Advantage on Attack Rolls against metallic creatures and creatures wearing metal armor.
- **Dredger's Pull (Action - 3/Long Rest).** You target a creature within 15 ft. of you that's wielding a metallic weapon or item. The target creature must roll a Strength Saving Throw (**DC 15**).
  - ***On Failure:*** The target creature's weapon is propelled up to 15 ft. toward you and falls harmlessly at your feet.

Potential Ingredients: Fish Parts, Rare Metals, Dredging Magnet, Flail.

4,800 GP

Eeltail Lasher

RARE

Weapon (Flail), (*Requires Attunement, 1 Slot***)**

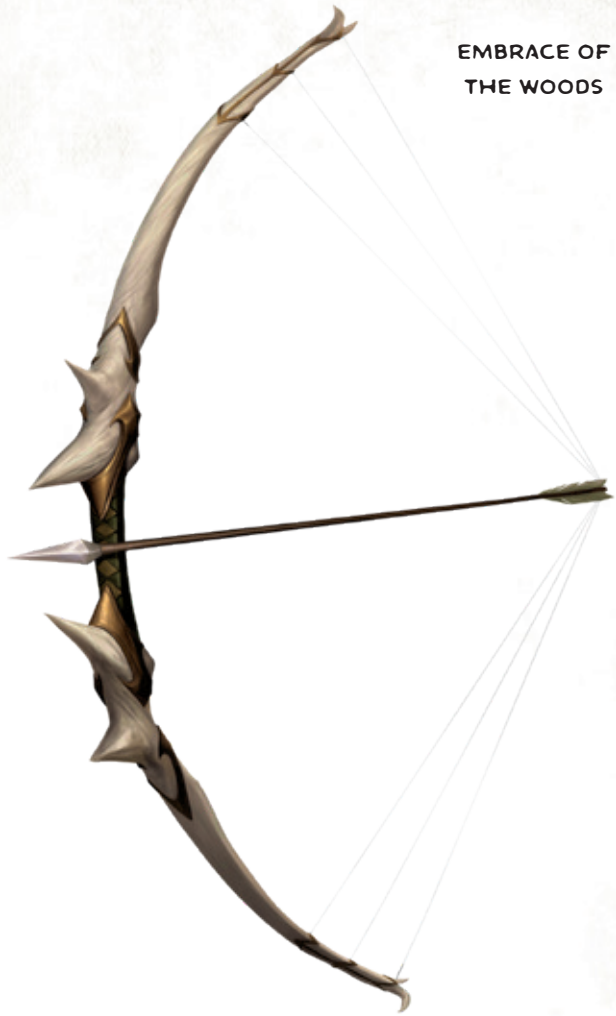
Fascinated with the natural electric abilities of eels, seafaring enchanters have developed this fearsome weapon made from the creatures' leathery tails. Able to harness the shocking current in the eel's body, it can deliver electrifying blasts at safe distances, making it a tool of choice for cunning pirates and daring performers alike.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Bonus Damage (Special - 1/Turn).** When you hit with this weapon, you deal an additional 1d6 Electric Damage.
- **Shocking Grasp (Action - 1/Turn).** You cast the Shocking Grasp Cantrip. The Modifier you use for this Cantrip can be your Strength, Dexterity, or Spellcasting Modifier.

Potential Ingredients: Fish Parts, Rare Metals, Flail.

1,010 GP



Embrace of the Woods

LEGENDARY

Weapon (Longbow), (*Requires Attunement, 1 Slot***)**

An exquisite bow crafted in spotless white wood and polished to perfection with the utmost care, this weapon thrums with sylvan energy. Pulling on its string creates a melodious tone that soothes creatures around its wielder. The Embrace of the Woods is an ancient weapon of the archfey, crafted to nurture and protect all living things and preserve the natural beauty in all of its forms.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +3.** You have a +3 bonus to Attack and Damage Rolls made with this magic weapon.
- **Infinite Ammunition.** You do not require ammunition to attack with this weapon.
- **Fey Constitution.** You become Immune to Disease, you have Advantage on Saving Throws against being Poisoned, and you gain Resistance against Poison Damage.
- **Sylvan Healing (Special - Proficiency Bonus/Long Rest).** When you hit a creature with an attack using this weapon, you can heal a creature within 60 ft. of you for a number of Hit Points equal to 5d4 + your Wisdom Modifier.

Potential Ingredients: Fish Parts, Legendary Metals, Legendary Gemstones, Legendary Wood, Longbow.

84,000 GP

Ether Oar

RARE

Weapon (Quarterstaff), (*Requires Attunement, 1 Slot*)

A relic of ancient ethereal mariners, this oar can weave through the fabric of the planes themselves.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Ether Strike (Action - 3/Any Rest).** You create a small tear through the Ethereal Plane, striking your enemies from afar. You may make a Melee Weapon Attack with this weapon against a creature up to 30 ft. away.
- **Dimension Door (Action - 1/Long Rest).** You may cast the Dimension Door spell.

Potential Ingredients: Fish Parts, Rare Wood, Quarterstaff.

1,000 GP

Fanged Knuckles

RARE

Weapon (Unarmed), (*Requires Attunement by a Monk, 1 Slot*)

Crafted from the bones and teeth of mighty fanged creatures, these knuckles pierce through even the toughest of defenses.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Gaping Maw (Reaction - 3/Long Rest).** When you successfully deal damage with an Unarmed Strike, the targeted creature must make a Constitution Saving Throw (**DC 15**).
  - ***On Failure:*** The target takes 3d6 Piercing Damage.
  - ***On Success:*** The target takes half as much damage.

Potential Ingredients: Fish Parts, Rare Bones.

800 GP

Frost Tusk Shiv

RARE

Weapon (Shortsword), (*Requires Attunement, 0 Slots*)

This enormous tusk has been fashioned into a delicate weapon by expert crafters from deep arctic regions.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Alternative Damage.** You can choose to deal either Slashing Damage or Cold Damage on Attack Rolls made with this weapon.
- **Blubbery Guard (Action - 1/Long Rest).** You call upon the spirit of the walrus and gain its protective blessing. For 1 Minute, you become Resistant to Bludgeoning and Cold Damage.

Potential Ingredients: Fish Parts, Rare Bones, Rare Gemstones, Shortsword

1,400 GP

FANGED KNUCKLES

Harpoon

COMMON

Martial Melee Weapon

Typically used for Harpoon Fishing, this Harpoon can also be utilized as a dexterous weapon.

- **Weapon Properties.** Reach, Finesse, Thrown (range 20/60).
- **Combo (1d4).** This weapon can be wielded in one or two hands. While wielding this weapon in two hands, you can take the Attack Action as if you were Two-Weapon Fighting, with the off-hand base damage equal to the value assigned in the parenthesis.
- **Damage.** 1d6 Piercing.

Potential Ingredients: Fish Parts, Common Metals.

10 GP

Ice-Scarred Greataxe

VERY RARE

Weapon (Greataxe), (*Requires Attunement, 1 Slot*)

A greataxe whose double-ended head is carved out of primordial ice that never melts, with jagged edges carved on both ends that provides both an intimidating aura and a great deal of pain.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +2.** You have a +2 bonus to Attack and Damage Rolls made with this weapon.
- **Altered Damage Type.** This weapon deals Cold Damage instead of Slashing Damage.
- **Cryocleave (Bonus Action - 1/Short Rest).** You wrap the greataxe in a thick, cold mist, transforming into a thick layer of ice upon contact. The next time you successfully deal damage with this weapon, the creature hit must make a Constitution Saving Throw (**DC 15**).
  - ***On Failure:*** The target takes 4d10 Cold Damage and is Restrained until the end of their next round.
  - ***On Success:*** The target takes half as much damage.

Potential Ingredients: Fish Parts, Very Rare Gemstones, Very Rare Metals, Greataxe.

8,000 GP

ID CANNON

Id Cannon — RARE

Weapon (Pistol), (*Requires Attunement, 1 Slot***)**

This odd-looking contraption is a piece of technology from a lost era. It connects with the life essence of its wielder, empowering its shots with their mental power.

This crafting project unlocks upon obtaining a Strange Schematic from the desert environment's Junk Table.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +2.** You have a +2 bonus to Attack and Damage Rolls made with this weapon.
- **Bonus Damage (Special - 1/Turn).** When you hit with an attack using this weapon, you add Psychic Damage equal to your Intelligence Modifier (minimum of 1).
- **Detect Thoughts (Action - 1/Long Rest).** You cast Detect Thoughts. Your DC for this ability equals 8 + your Proficiency Bonus + your Intelligence Modifier.

Potential Ingredients: Fish Parts, Rare Gemstones, Rare Metals, Explosives.

4,500 GP

Impact Spear — RARE

Weapon (Spear), (*Requires Attunement, 1 Slot***)**

A powered digging implement retooled into a weapon of war.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this weapon.
- **Altered Damage Type.** This weapon deals Bludgeoning Damage instead of Piercing Damage.
- **Bonus Damage (Special - 1/Turn).** When you hit with this weapon you deal an additional 1d6 points of Bludgeoning Damage.
- **Dig In (Bonus Action - Proficiency Modifier/Long Rest).** After making a successful attack with this weapon, you may use your Bonus Action to make an additional attack that will deal 3d6 Bludgeoning Damage.

Potential Ingredients: Fish Parts, Rare Metal, Fish Oil, Spear.

1,200 GP

Living Mangrove Bow — RARE

Weapon (Longbow), (*Requires Attunement, 1 Slot***)**

A bow typically carved from a Mangrove Flounder. It has impressive flexibility and seems to have survived the whittling process. In fact, it almost appears to be thriving in its new form.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this weapon.
- **Fishsoul.** This weapon can be fired underwater with no penalty.
- **Living Ammunition.** Ammunition sprouts from the wood of this weapon over the course of a Long Rest, generating 1d3 arrows. The arrows grown from the previous night wither away when a new crop is grown.
- **Twisting Roots (Special - 1/Turn).** When you damage a creature that is within 5 ft. of terrain with this weapon while using Living Ammunition, you may use a Reaction to cause that ammunition to sprout roots. The target must make a Strength Saving Throw (**DC 16**).
  - ***On Failure:*** The target becomes Restrained until the beginning of your next round.

Potential Ingredients: Fish Parts, Rare Gemstones, Rare Wood, Longbow

3,000 GP

Lobbing Anchor — RARE

Weapon (Greatclub), (*Requires Attunement, 1 Slot***)**

Some particularly brawny mariners have created a tool useful for navigation and improvised combat. This massive metal weapon is attached to a heavy chain and enchanted with martial properties that allow sea warriors to pull and push their enemies at will, dominating naval combat.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Thrown (20/40 ft.).** This weapon has the Thrown property, with a range of 20/40 ft.
- **Returning.** The weapon returns to the wielder's hand after making a Ranged Attack.
- **Brought Up.** When you hit a Large size or smaller target with a Ranged Attack made with this weapon, you can have them make a Strength Saving Throw (**DC 13**).
  - ***On Failure:*** The target is pulled up to 20 ft. toward you.
- **Moored.** When you hit a Large size or smaller target with a Ranged Attack made with this weapon, you can have them make a Strength Saving Throw (**DC 13**).
  - ***On Failure:*** The target is knocked Prone.

Potential Ingredients: Fish Parts, Rare Metals, Greatclub.

1,650 GP

Ogre Fish Club

RARE

Weapon (Greatclub), (*Requires Attunement, 1 Slot***)**

The Club-Head Ogre Fish gained its name from its decided club-like shape. Some decided to take this literally.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Whirling Swing (3/Long Rest).** You swing the club in a wide arc around you. All creatures that are within 5 ft. from you must make a Strength Saving Throw (**DC 15**).
  - ***On Failure:*** The target takes 2d8 Bludgeoning Damage and is knocked Prone.

Potential Ingredients: Fish Parts, Greatclub.

800 GP

Phaseblade

RARE

Weapon (Longsword), (*Requires Attunement, 1 Slot***)**

A translucent blade crafted with an arcane infusion of the Ethereal Plane. The light from this blade is said to follow the arc of its swings in a delayed fashion, which causes a wave of pain from those that touch it.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Phase Form (Bonus Action - 1/Short Rest).**
  - Phase Form is active for 1 Minute. During that time, your weapon gains the following properties:
    - The damage type of this weapon becomes Necrotic.
    - Invisible creatures within 30 ft. of the blade become visible.
    - A ghostly after-image follows your blade's swing, dealing an additional 1d6 Necrotic Damage when you successfully hit with this weapon.

Potential Ingredients: Fish Parts, Rare Gemstones, Rare Metals, Longsword.

2,400 GP

Pyro Whip

RARE

Weapon (Whip), (*Requires Attunement, 0 Slots***)**

A whip crafted from the flexible bones of coastal fish and reinforced with their scales for a sharp edge. Fire can be summoned within the core of the whip.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Flame Edge (Bonus Action - 1/Short Rest).** You can ignite the core of this whip, transforming its damage type to Fire for 1 Minute, and emitting a 30 ft. source of Bright Light.

Potential Ingredients: Fish Parts, Rare Leather, Whip.

600 GP

OGRE FISH CLUB

Razor's Razor

RARE

Weapon (Spear), (*Requires Attunement, 1 Slot***)**

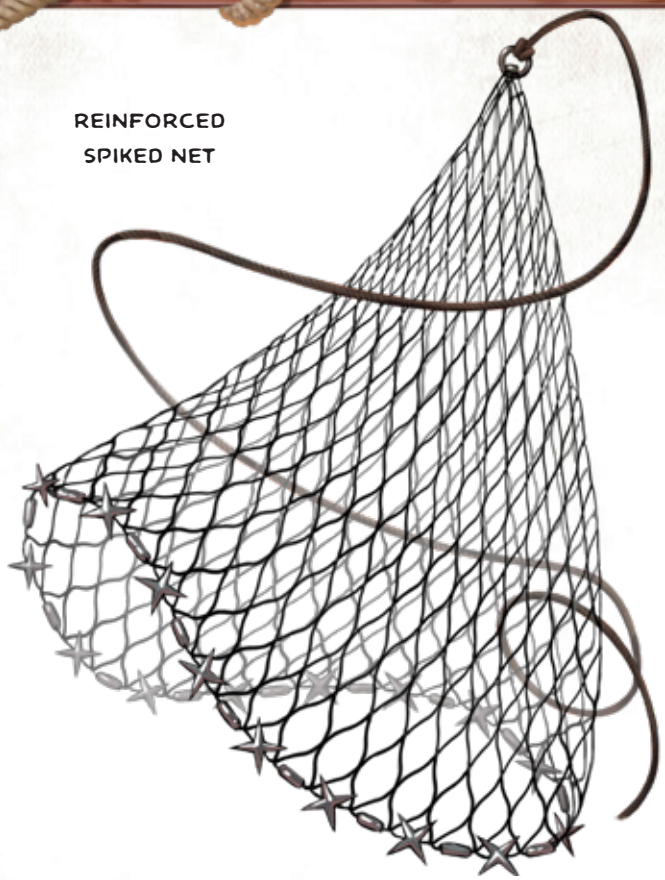
The weapon of a merfolk champion, this spear is as spotless and well-kept as it is jagged. The blade is made of rock-hard chitin and sharpened to precision, while the shaft is made of a single piece of smooth pink coral.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +2.** You have a +2 bonus to Attack and Damage Rolls made with this magic weapon.
- **Impale (Action - Charisma Modifier/Any Rest).** You launch yourself 15 ft. in a straight line and make a Melee Attack against a creature in range.
  - ***On Hit:*** You deal an additional d6 of damage for every 5 ft. traveled this way.
- **Skill Advantage.** You gain Advantage on Charisma (Performance) Checks.
- **Bonus Damage (Special - 1/Turn).** When you hit with an attack you can add your Charisma Modifier to the damage dealt.

Potential Ingredients: Fish Parts, Rare Metals, Spear.

5,000 GP



Reinforced Spiked Net — Common

Martial Weapon

Utilized as a powerful fishing aid for pulling in lunkers, this reinforced steel-lined net can also function as a suitable weapon in battle.

- **Thrown (5/15 ft.)**. This weapon has the Thrown property, with a range of 5/15 ft.
- **Net.** A Large size or smaller creature hit by a net is Restrained until they are freed.
- A net has no effect on creatures that are formless, or creatures that are Huge size or larger.
- A creature can use their Action to make a Strength Check against a DC equal to 10 plus your Proficiency Modifier if you are proficient in Marital Weapons, freeing themselves or another creature within their reach on a success.
- Dealing 20 Slashing Damage to the net (AC 15) also frees the creature without harming it, ending the effect and destroying the net.
- When you use an Action, Bonus action, or Reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.
- **Pull In (Action - At will).** When you have a creature Restrained in the net, you can pull a creature towards you 5 ft. The creature suffers Disadvantage on all Checks made to escape from the net until the end of their next round.
- **Spike Twist (Bonus Action - Special).** A creature restrained in the net takes 1d6 Slashing Damage.

Potential Ingredients: Fish Parts, Common Cloth, Common Metals, Net, Caltrops.

25 GP

Roper-Tendril Whip — Rare

Weapon (Whip), (*Requires Attunement, 1 Slot*)

The fleshy nub of a roper's tendril, fused to a leather-wrapped stone handle. It can extend to a terrifying length with the flick of a wrist, though it loses most of its painful impact beyond a certain point.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this weapon.
- **Bonus Damage (Special - 1/Turn).** When this weapon successfully hits, it deals an additional 1d4 Slashing Damage.
- **Lashing Tendril (Action - 1/Turn).** You make a Melee Weapon Attack against a target up to 30 ft. away. On a hit, the target is considered Grappled (escape **DC 15**). Until the Grapple ends, the target is Restrained and has Disadvantage on Strength Checks and Strength Saving Throws. You cannot use this whip on another target while Grappling a creature in this way.
- **Reel (Bonus Action - 1/Turn).** While Grappling a target with this weapon, you may use a Bonus Action to pull the Grappled creature up to 25 ft. straight toward you. If you are Grappling a target that cannot be moved, such as a terrain feature or a creature that is rooted to the ground, you may move yourself up to 25 ft. straight toward it instead.

Potential Ingredients: Fish Parts, Roper Parts, Rare Leather, Whip.

4,000 GP

Sharktooth Saw — Rare

Weapon (Greatsword), (*Requires Attunement, 0 Slots*)

A crude and brutal weapon made from the bones and teeth of the Ruddertail Shark. A favorite of pirates and coastal raiders, it cuts an imposing presence just to behold.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this magic weapon.
- **Improved Critical.** This weapon scores a Critical Hit on a roll of 19 or 20 on the d20.
- **Skill Advantage.** You gain Advantage on Charisma (Intimidation) Checks.

Potential Ingredients: Fish Parts, Rare Bones, Greatsword.

4,800 GP

Stone's Throw — Rare

Weapon (Heavy Crossbow), (*Requires Attunement, 1 Slot*)

The time the core of this weapon spent under the cavern waters has infused it with petrifying power.

While wielding this weapon and attuned to it, you gain access to the following properties:

- **Magic Weapon, +1.** You have a +1 bonus to Attack and Damage Rolls made with this weapon.
- **Calcifying Critical (Special).** On a Critical Hit with this weapon, stone grows around the target's feet, weighing them down or fusing them to the floor. The target is inflicted with the Restrained condition. The creature must use an Action on its turn to make a Strength (Athletics) Check (**DC 15**) in order to break free.
- **Push Attack (Special).** When you successfully hit with this weapon, you push the target 10 ft. away from you in a direction of your choosing. If this impacts another creature, the targets both take damage equal to your Dexterity Modifier.

Potential Ingredients: Fish Parts, Rare Metals, Rare Wood, Heavy Crossbow.

5,000 GP

Wondrous Items

Angler Lizard in a Jar — Rare

Wondrous Item, (*Requires Attunement, 1 Slot*)

The transmogrified form of an angler, this lizard rests placidly inside a large jar filled with soft earth, eager to befriend and accompany others in their travels. The lizard retains the formidable fishing prowess of its past life, which it happily shares with its companions.

While attuned to this item, you gain access to the following properties:

- **Scaly Familiar.** You can cast the Find Familiar spell as a ritual without consuming material components, and must choose a Lizard. While your familiar is alive, you gain a +1 bonus to Fishing Checks.

Potential Ingredients: Fish Parts, Lizard, The Spirit of a Willing Angler.

4,000 GP

Angler's Handy Pocket Vest — Uncommon

Wondrous Item, (*Requires Attunement, 1 Slot*)

This unassuming fisher's vest contains six pockets that each house an extra-dimensional space within.

Each pocket can hold up to 25 lbs. of material, within a 5 ft. x 5 ft. x 5 ft. space. Items placed into the pockets cannot exceed the width of the physical pocket's entry space itself, which each opens up to 6 in. wide. No matter how full the pockets get, the vest never weighs any more than 2 lbs.

Potential Ingredients: Fish Parts, Uncommon Cloth.

400 GP

Bag of Aquatic Holding

Bag of Aquatic Holding — Uncommon

Wondrous Item

This bag has an interior space considerably larger than its outside dimensions, roughly 4 ft. in diameter at the mouth and 4 ft. deep. The bag can hold up to 500 lb., not exceeding a volume of 64 cubic ft. The bag weighs 15 lb., regardless of its contents.

This bag is filled to the brim with water and can be used to store fish. Water from within the Bag of Aquatic Holding can never leave the bag it is placed in.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are turned to dust. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again.

Placing a Bag of Holding inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate to the Water Plane. The gate originates where the one item was placed inside the other. Any creature within 10 ft. of the gate is sucked through it to a random location on the Water Plane. The gate then closes. The gate is one-way only and can't be reopened.

- **Retrieve (Action - At Will).** You retrieve an item from this container.
- **Dump (Action - At Will).** You can flip the bag upside down and open it to dump the entirety of this container's contents.

Potential Ingredients: Fish Parts, Bag of Holding.

200 GP

Bucket Hat — Rare

Wondrous Item (Head), (*Requires Attunement, 1 Slot*)

Seasoned anglers know the importance of protecting one's head and eyes while fishing out in the sun for extended periods, and also the inconvenience of carrying around ice boxes to carry their daily catch. Clever enchanters have found a way to solve two problems at once by creating a stylish and convenient hat that can magically transform into a lightweight bucket, to the joy of fishers everywhere.

While wearing this hat and attuned to it, you gain access to the following properties:

- **Condition Advantage.** You gain Advantage on all Saving Throws against being Blinded.
- **Expanded Storage (Action - At Will).** You turn the hat upside down and speak its command word, expanding it into a magic bucket, roughly 1 ft. in diameter and 2 ft. deep. The bucket can hold up to 50 lb. of contents as if they weighed half as much. The bucket weighs 10 oz., regardless of its contents.

Potential Ingredients: Fish Parts, Rare Cloth.

800 GP

Clockwork Crystal — Rare

Wondrous Item

A crystal empowered by arcane metals and chronal runes, used in an ancient civilization to power constructs to operate for centuries at a time.

- **Charges (20 Charges).** This item has 20 charges. When all charges have been expended, this item becomes a gemstone worth 100 gp.
- **Clockwork Crystal (Action - X Charge Cost).** You can place this crystal on any item that has expended charges. You may expend any number of charges of this crystal to restore charges in the selected item, not to exceed its maximum charge limit.

Potential Ingredients: Fish Parts, Rare Gemstones.

4,000 GP

Crocodile Pendant — Uncommon

Wondrous Item (Neck), (*Requires Attunement, 1 Slot*)

This necklace features a small crocodile whittled from a bone in intricate detail.

While wearing this pendant and attuned to it, you gain access to the following properties:

- **Summon Crocodile (Action - Long Rest).** You can use this pendant to summon a Crocodile (*SRD 5.1*) for 1 Minute. It understands and obeys your commands to the best of its ability.

Potential Ingredients: Fish Parts, Uncommon Bones.

200 GP

Cup of Infinite Tea — Uncommon

Wondrous Item

This fine porcelain teacup features an elegant floral patterning along its rim.

- **(Action - 1/Dawn).** When you speak its command word, along with the name of a particular type of tea, it instantly fills up with 8 oz. of the tea specified, perfectly brewed. Drinking this tea removes 1 Fishing Ordeal.

Potential ingredients: Fish Parts, Uncommon Gemstones, Uncommon Spices.

200 GP

Dread Buccaneer's Patch — Rare

Wondrous Item (Head), (*Requires Attunement, 1 Slot*)

The symbol of many dire privateers and scoundrels of the high seas, this blood-red eyepatch is embroidered with fine fabrics and decorated with gold-soaked threads.

While wearing this eyepatch and attuned to it, you gain access to the following properties:

- **Skill Advantage.** You have Advantage on Charisma (Intimidation) Checks.
- **Modified Sight.** You suffer Disadvantage to Wisdom (Perception) Checks in daylight, but gain Advantage to Wisdom (Perception) Checks while outside at night.
- **Captain's Panache (Reaction - 1/Any Rest).** As a Reaction to being targeted by an Opportunity Attack, you add your Charisma Modifier (minimum of 1) to your AC against that attack.
- **Buccaneer's Blast (Action - 1/Long Rest).** You call forth a salvo of phantasmal cannon fire against your enemies. Targets in a 15 ft. cone originating from you must make a Dexterity Saving Throw (**DC 17**).
  - ***On Failure:*** The target creatures take 6d6 Fire Damage
  - ***On Success:*** The target creatures take half as much damage.
- **Sentient.** The Dread Buccaneer's Patch houses the soul of a Lawful Evil pirate captain that can communicate telepathically with its wearer.

Potential Ingredients: Fish Parts, Rare Leather.

1,000 GP

ENCHANTED MOUNTED FISH

Enchanted Mounted Fish — Uncommon

Wondrous Item

This fish is magically preserved and mounted on a wooden plaque, with a small metal label denoting the size and weight as well as the date it was caught.

By pressing the metal label on the plaque, the fish will animate and a popular tavern song will play from it. The fish will move its head and mouth along with the music to 'sing.'

Potential Ingredients: Fish Parts.

200 GP

Eternal Beacon — Rare

Wondrous Item, (*Requires Attunement, 1 Slot***)**

This beacon lamp can be affixed to ships as a permanent light source.

This lantern sheds Bright Light out to 300 ft., and Dim Light out to 500 ft. The lantern weighs 200 lb., and is roughly 2 ft. x 2 ft. in size. It can be mounted on seafaring vessels, or used as a lighthouse beacon. A command word may turn the beacon on or off as needed, or adjust its current brightness level. The light source requires no fuel, and never goes dim, though it does have a lifespan of 500 Days of continuous use, after which it goes dark for good.

Potential ingredients: Fish Parts, Rare Metals.

4,000 GP

Fairy Light Amulet — Uncommon

Wondrous Item (Neck), (*Requires Attunement, 1 Slot***)**

This amulet harnesses and preserves that light with a glow that is said to have a dream-like luminance.

While wearing this amulet and attuned to it, you gain access to the following properties:

- **Dancing Lights (Action - 1/Turn).** You cast Dancing Lights.
- **Faerie Fire (Action - 3/Dawn).** You cast Faerie Fire (**DC 13**) without needing to maintain Concentration. You may dismiss the ongoing as an Action by expending another use of this property.

Potential Ingredients: Fish Parts, Uncommon Gemstones.

450 GP

Fish Finder — Uncommon

Wondrous Item (Neck), (*Requires Attunement, 1 Slot***)**

A group of arcane anglers designed this small compass-shaped device to aid their fishing endeavors. When activated, a tiny wisp is revealed from the device, which dives into the nearby waters to seek out fish.

While attuned to this item, you gain access to the following properties:

- **Charges (3 Charges).** This item has 3 charges. When all charges have been expended, this item is destroyed.
- **Fishing Table Reroll (Special - 1 Charge Cost).** The next time you roll a Fishing Table Roll, if the result is a 1-7, you may expend a charge and reroll the result. You must take the result of the second roll.

Potential Ingredients: Fish Parts, Uncommon Gemstones.

200 GP

Flowbracer — Varies

Wondrous Item (Wrist), (*Requires Attunement 0 slots***)**

An intricate arm-band that appears to be made of water frozen in time, bound by two brass bands.

While wearing this arm-band and attuned to it, you gain access to the following properties:

- **Watersprout (Action - At Will).** You cast the Waterspout Cantrip.

In addition, while attuned to this item and using the Vortex Fishing Technique, you gain the following effects:

- After expending the Technique, you gain a bonus to your Fishing Checks for the remainder of the fishing encounter. The bonus depends on the rarity of the item.

Potential Ingredients: Fish Parts, Metals of rarity that is the same rarity of the item.

RARITY	BONUS	MARKET VALUE
Uncommon	+1	200 GP
Rare	+2	2,000 GP
Very Rare	+3	20,000 GP

Full Moon Amulet — Rare

Wondrous Item (Neck), (*Requires Attunement, 1 Slot***)**

These opalescent crystalline stones resemble large pearls that can be set into necklaces. These pearls give off a perpetual glow.

While wearing this amulet and attuned to it, you gain access to the following properties:

- **Protection.** You sgain a +1 bonus to AC and Saving Throws. This nullifies the effects of a Cloak of Protection.
- **Moonlight Luck (Reaction - 1/Dawn).** As a Reaction to rolling a 1 on the d20 for an Attack Roll, Ability Check, or Saving Throw, you can reroll the die and must use the new roll.
- **Moonbeam (Action - 1/Dawn).** You cast Moonbeam as a 3rd Level Spell.

Potential Ingredients: Fish Parts, Rare Gemstones.

2,600 GP

Gazing Eye — Very Rare

Wondrous Item (Amulet), (*Requires Attunement, 1 Slot*)

An enormous eye sits at the heart of the unsettling talisman. It feels as if it stares directly into your soul.

While wearing this amulet and attuned to it, you gain access to the following properties:

- **X-Ray Vision (Action - At Will).** You can see into and through solid matter for 1 Minute. This vision has a radius of 30 ft. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 ft. of stone, 1 in. of common metal, or up to 3 ft. of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.
- **Projected Gaze (Action - 1/Long Rest).** You may cast Arcane Eye without the need for material components.

Potential ingredients: Fish Parts, Very Rare Gemstones.

6,000 GP

Gravity Iron Boots — Rare

Wondrous Item (Feet)

A pair of boots that can strap around a creature's feet. Thick layers of iron are encased in the heel of the shoe, to ensure one stays anchored to the ground.

- **Gravity Iron Boots (Action - 1/Dawn).** While wearing these boots and attuned to them, you may activate or deactivate these boots. While active, the following effects are in place:
  - You are Immune to Push and Pull effects.
  - You are Immune to being knocked Prone.
  - You are able to walk on surfaces in environments where your gravity is affected, such as underwater.
  - Your Movement Speed is halved.

After these boots have been active for 1 Hour, they are unable to be used again until the next dawn.

Potential Ingredients: Fish Parts, Rare Metals.

4,000 GP

Gravity Hook — Rare

Wondrous Item

A massive hook crafted from a fallen meteorite, adorned with multiple spikes that act as additional, smaller hooks. This tackle has been forged with arcane ores and enchanted with gravity magic.

- **Gravity Hook (Action - 1/Dawn).** When making a Fishing Table Roll, you may activate the Gravity Hook to gain the following effects:
  - Roll on the Fishing Table 1d4+2 times.
  - You are able to resolve each Fishing Encounter consecutively during the same Activity.

Potential Ingredients: Fish Parts, Rare Metals.

2,000 GP

Hearthfire Lantern — Rare

Wondrous Item

A magical black lantern with sharp iron bars keeping a tinted red glass safely in place. Enchanted by infernal powers, a small reptilian hand made of black metal remains outstretched in the middle of the lantern, ready to give its fiery blessing to those that take its offer.

(Action - At will). You can set any number of gp into the Hearthfire Lantern. In exchange, the lantern ignites with an infernal blaze which provides a 10 ft. radius of magical warmth for a number of hours equivalent to the amount of gp placed into the lantern.

- While warmed with the Hearthfire Lantern, you suffer no environmental or physical detriments from cold temperatures.

Potential Ingredients: Fish Parts, Rare Metals.

2,000 GP

Lightfoot Boots — Very Rare

Wondrous Item (Feet), (*Requires Attunement, 1 Slot*)

These soft boots are sought after both for their comfort and their magical movement properties. They're often seen adorning the feet of eccentric aristocrats or hardened scouts alike, which grants them a strange reputation. Many lower-quality replicas can be found in city markets.

While wearing these boots and attuned to them, you gain the following properties:

- You can walk across all Difficult Terrain as if it was regular terrain.
- You gain Advantage to Dexterity (Stealth) Checks that rely on silent movement.

Potential Ingredients: Fish Parts, Very Rare Leather.

20,000 GP

Living Aquarium — Varies

Wondrous Item

Living Aquariums are a type of water elemental that can comfortably house various aquatic ecosystems. They self-regulate their internal environments, requiring little to no care from the aquarium keeper outside of feedings. Living Aquariums come in various sizes, from Tiny to Large, and can be either Salt Water or Fresh Water. The aquarium's size determines its rarity.

The Living Aquarium is considered a magic object, not a creature. However, this object does possess sentience. They are of Neutral disposition unless heavily impressed upon by their owner and have an Intelligence of 3, a Wisdom of 10, and a Charisma of 8. Living Aquariums have a Walk Speed of 20 ft. and a Swim Speed of 40 ft. Whether on land or in the water, they always maintain their inner environment as a perfectly self-contained microcosm, untouched by outside factors.

Potential Ingredients: Fish Parts, Aquarium.

SIZE	RARITY	MARKET VALUE
Tiny	Common	20 GP
Small	Uncommon	200 GP
Medium	Rare	2,000 GP
Large	Very Rare	20,000 GP

MANTLE OF DESTINY

Mantle of Destiny — Legendary

Wondrous Item (Back), (*Requires Attunement, 1 Slot*)

This beautiful cloak seems to float on its own over the shoulders of those who wear it. It is lined with the long, ringed whisker of an ancient being, patron to all ocean dwellers, and is said to grant its wearers the grace of kings and the omniscience of deities.

While wearing this cloak and attuned to it, you gain access to the following properties:

- **Deep Wisdom.** You gain a +2 to your Wisdom Ability Score (max: 22).
- **Foresight (Action - 1/Long Rest).** You cast the Foresight spell, with yourself as the target.

Potential Ingredients: Fish Parts, Legendary Leather, Legendary Cloth, Legendary Gemstones.

120,000 GP

Mask of the Blobfish — Rare

Wondrous Item (Head), (*Requires Attunement, 1 Slot*)

This soft, meaty mask is a gruesome sight to behold, with pinkish flaps of saggy flesh dangling from it. The lower half of the mask bears a permanent and sorrowful expression that can inspire pity in even the coldest hearts.

While wearing this mask and attuned to it, you gain access to the following properties:

- **Amorphous (Action - 3/Long Rest).** You can move through a space as narrow as 1 in. wide without squeezing.
- **Pitiful Stare (Reaction - 1/Long Rest).** As a Reaction to being targeted with an attack by a creature within 30 ft. of you, you can face your attacker with the sad, pathetic expression of the blobfish, groveling for their mercy. The target creature must make a Wisdom Saving Throw (**DC 14**).
  - ***On Failure:*** The target must choose a new target. If the target cannot choose a new target, the attack fails to hit.

Potential Ingredients: Fish Parts.

800 GP

Mirage Cloak — Rare

Wondrous Item (Back), (*Requires Attunement, 1 Slot*)

A lightweight iridescent cloak that seems ornamental at first sight, it is imbued with the duplicitous magic of shapeshifters and illusionists.

While wearing this cloak and attuned to it, you gain access to the following properties:

- **Charges (3 Charges).** This item has 3 charges. All expended charges replenish at dawn.
- **Mirage (Action - 1 Charge Cost).** You expend 1 charge to cast the Greater Invisibility spell on yourself or the Major Image spell on a point you can see.

Potential Ingredients: Fish Parts, Rare Cloth.

4,000 GP

Moon Pearl Necklace — Rare

Wondrous Item (Neck), (*Requires Attunement, 1 Slot*)

These opalescent crystalline stones resemble large pearls that can be set into necklaces. These pearls give off a perpetual glow of true moonlight.

While wearing this necklace and attuned to it, you gain access to the following properties:

- **Moonlight.** These pearls give off a perpetual glow of true moonlight, shedding Bright Light in a 10 ft. radius, and Dim Light out to 20 ft. Shapeshifters bathed in this light are unable to change forms.
- **Ward Against Evil.** While wearing a Moon Pearl Necklace, a creature cannot be Possessed, Frightened, or Charmed by Undead, Fey, or Fiends.

Potential Ingredients: Fish Parts, Rare Gemstones.

800 GP

Mounted Cannon — Rare

Wondrous Item

A cannon powerful enough to take out stubborn foes, but small enough to be easily handled and affixed where needed by a single person.

You may spend 1 Minute affixing the Mounted Cannon to a structure or a mechanical vehicle. It requires no ammunition and doesn't need to be loaded. After the cannon has been fired, it must recharge for 1 Minute before it can be fired again.

- **Cannonfire (Action - 1/Minute).** You may attack with the cannon as a ranged weapon (120/300 ft.), adding your Dexterity Modifier to the roll. On a hit, the cannon deals 4d10 Fire Damage. The cannon has an AC of 10 and 25 Hit Points.

Potential Ingredients: Fish Parts, Rare Metals, Explosives.

4,000 GP

MOON PEARL NECKLACE

REDBLUE MASK

Necklace of Sea Spells — Rare

Wondrous Item (Neck), (*Requires Attunement, 1 Slot*)

This pendant of shining blue metal is arranged in a conch-like spiral around a glimmering blue gem.

While wearing this necklace and attuned to it, you gain the following properties:

- You may prepare two additional spells each day. They can be of 4th Level or lower spells that the wearer is capable of casting but must be associated with water. The following spells qualify, though other spells may as well with GM permission:
  - Create or Destroy Water, Control Water, Fog Cloud, Purify Food and Drink, Sleet Storm, Water Breathing, or Water Walk.

Potential Ingredients: Fish Parts, Rare Gemstones.

2,000 GP

Redblue Mask — Rare

Wondrous Item (Head), (*Requires Attunement, 1 Slot*)

This mask of shimmering fish scales is impossible to describe, changing every moment you look at it.

While wearing this mask and attuned to it, you gain access to the following properties:

- **Alter Self (Action - At Will).** You can cast Alter Self without maintaining Concentration.

Potential Ingredients: Fish Parts, Rare Gemstones.

4,000 GP

Resonant Flute — Uncommon

Wondrous Item, (*Requires Attunement, 1 Slot*)

A flute made of polished crystal that is far stronger than it appears, and with a tone of unparalleled clarity.

While wielding this flute and attuned to it, you gain access to the following properties:

- **Musical Instrument.** If you have Proficiency with a given musical instrument, you can add your Proficiency Bonus to any Ability Checks you make to play music with the instrument.
- **Bardic Focus.** A Bard can use this musical instrument as a spellcasting focus.
- **High Note (Action - 1/Long Rest).** You use this instrument in order to cast the spell Shatter at 2nd Level without expending a Spell Slot or any material components.
- **Clarion Countercharm (Reaction - 1/Long Rest).** As a Reaction you can play a piercing note that immediately ends an effect that would inflict Charm, Deafen, or Fear.

Potential Ingredients: Fish Parts, Rare Gemstones.

500 GP

Sharkbite Necklace — Uncommon

Wondrous Item (Neck), (*Requires Attunement, 1 Slot*)

A decorative charm of enchanted shark teeth that shows the wilderness that you don't fear its bite.

While wearing this necklace and attuned to it, you gain the following property:

- **Wilderness' Guard (Reaction - 3/Long Rest).** As a Reaction to being hit by an attack that deals non-magical Piercing, Bludgeoning, or Slashing Damage, you may halve the damage dealt.

Potential Ingredients: Fish Parts, Uncommon Bones, Uncommon Gemstones.

400 GP

Sharkbite Necklace

Sovereign's Scale Crown

Storm Lantern — Uncommon

Wondrous Item

A steel-encased chunk of enchanted stone. Its light can cut through the worst weather the wetlands can throw at you.

As part of another Action, Bonus Action, Reaction, or Movement, you can activate or deactivate this item. While active, this item does the following:

- This stone sheds Bright Light in a 30 ft. radius and Dim Light for an additional 60 ft.
- This light source does not burn out and negates any penalties to Wisdom (Survival) Checks to navigate through wetlands in thick fog or heavy rain.

Potential Ingredients: Fish Parts, Uncommon Metals

400 GP

Sovereign's Scale Crown — Common

Wondrous Item (Head)

A crown to rule over snakes, typically made from the scales of a Sovereign Snake. This circlet is made of golden scales, carefully interlocked, and set into a gilded base.

While wearing this crown and attuned to it, you gain access to the following properties:

- **King of Serpents (Action - At Will).** You cast Speak With Animals, but only with snakes.

Potential Ingredients: Fish Parts, Common Bones.

100 GP

Underwater Headlamp — Uncommon

Wondrous Item

This headband houses a mechanism composed of a gem conduit and a system of amplifying lenses. It is used to shed light in the darkest fathoms of the deep ocean.

Underwater Headlamp (Action - At Will). You activate the Underwater Headlamp's light mechanism, which sheds Bright Light in a 20 ft. radius when you are Underwater, and a 40 ft. radius when you are not.

Potential Ingredients: Fish Parts, Uncommon Metals.

200 GP

PLAINS

"Every good angler has to start somewhere. Fishin' out on the plains will get you the skills you need for 'dem bigger dickens out in the world. Back behind our farm, in a little pond, is where my Pa taught me how to fish, just like his Pa taught him - as far back as forever. You never forget 'yer first catch. I sure as hell don't. A Mirrorscale Minnow as big as 'yer head!"

- Jembone Jenkins, local raccling angler

Quiet, calm, and generally peaceful, the plains stretch for miles in every direction, dotted with the occasional sleepy village or quiet town. These wide expanses of grasslands are an angler's right of passage into fishing, home to simple bodies of water brimming with common fish. With predictable weather patterns and a relatively safe atmosphere, a relaxing trip out in the open fields can provide an excellent opportunity for budding anglers to learn the basics of their craft. Anglers ranging from Levels 1-4 will be able to easily train in these calm areas, learning tricks of the trade that they can apply to their future fishing adventures.

Plains are sprawling acreages of flat land with little foliage and limited connectivity to major bodies of water. With fertile soil perfect for farming, animal husbandry, and roadways, the plains invite people from all walks of life to build settlements within its empty reaches. In these parts, fishing spots can be artificial structures near villages, stocked by the hands of locals to create a self-sustaining food source. Alternatively, the more natural bodies of water are formed by the land's shifting and filled by rain over the eons.

Many fish in this region are common breeds that have long grown accustomed to the impact of their surroundings. However, like the world as a whole, magic tends to find its way into all living things. This magic can bloom and create unique species of many sizes and shapes.

All you need is basic fishing supplies, tackle, and some bait - and your journey as an angler can begin.

GEOGRAPHY

Ponds

Ponds are regarded as landlocked, shallow bodies of freshwater with a limited surface area, to which sunlight can easily reach the bottom of its depths. Depending on the geographic conditions, the size of these pools can vary drastically. Some ponds can fit in a personal backyard garden, while others are big enough to provide a watering hole for an entire village and local wildlife.

These calm waters are typically home to simple, common fish with limited survival skills. However, some magical fish breeds might also take comfort in a cozy, well-fed environment and could prove to be a challenge to even the most practiced angler.

Lakes

Lakes are landlocked bodies of freshwater with a more open surface area, to which light cannot reach certain pockets of their depths. Underwater caves within these reservoirs can provide ample habitat for the fish that inhabit these expansive waters, serving as a natural hiding place for the more timid species. Lakes within the plains area take up massive tracts of land and, depending on their placement, sometimes require boats for full access. Although it may seem inviting to an angler on a warm day, swimming and underwater activities should be done with caution, as lakes are deep and harbor potentially dangerous creatures.

These bodies of water are home to simple, staple fish, but hiding deep within its depths are much rarer fish that are highly sought out. Magical fish also tend to find a home within lakes, seeking shelter in the deeper regions to avoid predatory spellcasters and crafters that seek them as components.

Streams

Streams are downhill tracts of land where rainfall accumulates and travels with the natural pull of gravity, usually emptying into a pond or a lake. With plains being flat expanses of land, streams in this region are typically rather short, created by natural slopes resulting from centuries of rainfall. Because of their reliance on day-to-day weather, streams frequently are very shallow and can even dry up during particularly prolonged droughts. Since streams only hold significant amounts of water briefly after rain, they are only home to amphibious life. Most fish could not survive for long in its shallow waters that come and go.

DANGERS

Fishing in the comfort of a protected village or township is a peaceful way to spend a quiet afternoon. Still, an angler may occasionally be required to fish out in the open expanse of the wilderness, which comes with various potential threats.

Flying Predators. Birds of prey, such as eagles, hawks, or owls, take to the plains' skies on the hunt for food. Often bombarding the unsuspecting traveler for some scraps, these flighted nuisances might swarm an angler to steal their latest catch.

Pack Animals. Predators in the plains often hunt in packs, searching for food sources to sustain their numbers. Depending on the angler's location, these come in different forms but may include wild dogs, jackals, wolves, or hyenas. While intelligent enough not to attack armed adventurers head-on, they aren't above surrounding an angler for their latest catch. Since they tend to be more interested in stealing an easy meal rather than risking a deadly encounter, most pack beasts will run when they take significant damage in battle.

Giant Beasts. Although chasing off a few animals may come as little more than a nuisance, an angler may occasionally encounter a beast of significant proportions while out in the vast fields. These massive creatures are more aggressive and dangerous to a traveler who may be caught unaware. Usually hunting alone, bears and dire wolves provide the main threat. Stealth is the preferred method of avoiding such hazards, but if pressed into combat, they will fight to the finish.

Grazing Animals. The plains are home to many grazing animals, such as cattle, goats, and deer. These herbivores travel in large numbers, most often close to farmland. While not typically a threat to anglers or their catches, their numbers can sometimes settle around watering holes, disrupting fish with their loud noise. They may also attract the more predatory animals who hunt them, making the danger of a stampede a possibility to consider.

Small Vermin. Seemingly harmless at first, the minuscule creatures that make their homes underground, such as weasels and rats, can pose the threat of theft. They can easily catch a novice angler off guard when a piece of bait or a valuable small fish goes missing from their belongings.

Bandits. Wide expanses of trails for miles at a time with little law and order make a perfect storm for the criminal mind. If unable to defend themselves, anglers can be at the mercy of bandits in secluded fishing spaces, who would gladly resort to violence if it meant a hefty payday.

Local Governments. Unfortunately, townships with authority can sometimes be the bane of an angler's existence by limiting fishing quotas or requiring exorbitant fees for a fishing license. Depending on how restrictive these local laws are, anglers might be tempted to sometimes skirt the law for a big catch.

Arcane and Spiritual. Magic is no stranger to the plains, and its influence can take multiple forms. Spirits or elementals may inhabit lakes or ponds, which may demand tribute for excessive fishing or attack those that harm their environment. Occasionally, some fey folk may wander into the material plain, ready to make mischief or barter a deal with an angler. Arcane pollution or shady spellcasters can also influence the fish in odd ways, infusing their environment with their magics.

SEASONS & WEATHER

What's the weather on the plains like, you ask? They're predictable, but they challenge the angling scene and keep it interesting, especially for the greenhorns! Can't tell you how many times I've had to go over the basics with 'em, so sure, I don't mind, whatever gets the newbies more experience! - Regina Starr

Spring and Summer

The warmth of spring brings a comfortable atmosphere for an angler and is also the peak season for fish activity. Because of the increase of insects, moss, and plankton in the shallow reaches of the water, the fish emerge from the depths to scour the surface for food. Gentle rain happens frequently in this season, which offers anglers an excellent opportunity. Raindrops disturb the water's surface, getting the attention of hungry fish and creating a frenzy that makes it more difficult for them to differentiate between food and baited hooks. However, when the rain becomes heavy with the onset of storms, it can generate too much movement in the water, sending fish scampering back to the depths for safety.

The arrival of summer means more extreme heat and aggressive winds. As the temperatures rise, the fish dive into the water's depths in order to avoid direct sunlight. Droughts can occur in these harsh conditions, partially evaporating bodies of water and leaving quantities of dead fish in their wake. The only relief comes from overcast skies, which provide shade to fish during periods of direct sunlight, allowing them to be active for an extended period.

Autumn and Winter

In the colder temperatures of autumn, plains fish enter a state of torpor, becoming motionless to conserve energy while holding onto what heat remains at the bottom of their environment. The fish tend to dive deeper into the water during this time, making it harder for an angler to reach. Despite this, fishing is still possible when sunlight brings marginal warmth to the waters, allowing for limited activity.

Chills that leave frost are often the first signs of winter that can send fish scurrying to the depths and make for a challenging day of fishing. Though just like rain, gentle snowfall can provide a marginal benefit to anglers. The snowflakes create a surface distraction, creating a limited frenzy to feed their hibernating bodies.

The surface area of most bodies of water freezes over solid at this time, thus making traditional fishing impossible. Rumors speak of fishing techniques in the cold and ice, but such practices are rare in the plains and require special training to perform safely and adequately. Travelers from the Arctic tend to have some knowledge of these methods, developed out of necessity to fish in icy waters.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Tornadoes	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Severe thunderstorms	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Scattered thunderstorms	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Scattered showers, high wind	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Overcast	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Light rainfall	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Fog	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Overcast, light rainfall	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	No overcast, High humidity	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Extreme heat	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Dust devils	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Humidity	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Overcast	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Scattered showers	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Fog	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Overcast, light rainfall	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Sleet storm	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Frost, no sunlight	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Freezing rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Heavy rain	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Light rain	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Light snowfall	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Sunlight, partly cloudy	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunlight, no overcast	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Blizzard	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Snowstorm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Sleet	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Freezing rain	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Sunlight, overcast	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Sunlight, partly cloudy	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Sunlight, no overcast	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Heat snap	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Regina Starr

While fishing in the area, the party may see a Water Elf, Regina Starr (*she/they*), tending to her own angling setup. Regina has a bright cyan hue to their skin, with forked ears and a set of retractable gills around their neck. She wears traditional leather clothing, a brightly colored fishing vest lined with lures and bobbers, and a belt fitted with flashy fishing tools. She has wispy blue strands of freshwater that serve as her hair, tied back in a ponytail with an enchanted piece of kelp. A tropical pink flower floats on their damp hair, moving with the flow of their aquatic locks.

Bright and peppy, Regina always has a pleasant demeanor. They are well-liked by their hometown, who appreciate their skills as an angler that brings food to their markets. Beyond her warm personality, however, she hides a competitive streak and hates to be outdone when it comes to angling.

Regina lives at the local tavern beside the town's marketplace and a short hike away from the nearest bodies of water. When out fishing in the wilderness for rarer catches, Regina lives in a camouflaged tent, usually found by the biggest lakes in the area.

REGINA STARR

MEDIUM HUMANOID (WATER ELF), LAWFUL NEUTRAL

Armor Class 13 (studded leather)
Hit Points 45 (7d8+14)
Speed 30 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	12 (+2)	16 (+3)	12 (+1)

Saving Throws Int +4, Wis +5
Skills Nature +3, Perception +5, Survival +5
Senses Darkvision 60 ft, Passive Perception 15
Languages Common, Druidic, Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

ABILITIES

Acid Resistance. Regina has Resistance to Acid Damage.
Amphibious. Regina can breathe air and water.
Fey Ancestry. Regina has Advantage on Saving Throws against being Charmed, and magic can't put Regina to sleep.
Water Regeneration. During a Short Rest, if Regina expends any Hit Dice, she also regains 2 Hit Points if she is submerged in any type of water.

SPELLCASTING

Regina's Spellcasting Ability Score is Wisdom (Spell Save **DC 13**, +5 to hit with Spell Attacks).

Regina has the following spells prepared:

- ***At Will:*** Druidcraft, Produce Flame, Mending
- ***3/Day each:*** Create or Destroy Water, Speak with Animals, Fog Cloud
- ***1/Day each:*** Locate Animals or Plants, Animal Messenger

ACTIONS

Multiattack. Regina makes 2 Rigged Quarterstaff attacks. Regina can replace one of these attacks with a Toss Rock attack.
Rigged Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 10 ft., one target. *Hit*: 6 (1d8+1) Bludgeoning Damage.
Toss Rock. *Ranged Weapon Attack*: +3 to hit, range 15/30 ft., one target. *Hit*: 4 (1d6+1) Bludgeoning Damage. This attack can only be used when there are rocks around where Regina is standing.

FISHING STYLES & TECHNIQUES

Still Fishing Style. Regina uses their Wisdom Modifier when making Fishing Checks.
Relaxed Observation [Novice](3/Long Rest). When Regina hooks a fish, they may expend this Technique to immediately learn what fish they've hooked, along with the Catch DC, how many successful Fishing Checks they need, and how many attempts they have.
Electric Jolt [Novice](3/Long Rest). Before Regina makes a Fishing Check, they may expend this Technique to gain a +3 bonus to their Fishing Checks this Fishing Encounter. If they successfully catch a fish, Regina rolls a 1d20.

- On a roll of 9 or lower, the fish is considered dead. Regina suffers 3 Fishing Ordeals.
- On a roll of 10 or higher, Regina suffers 1 Fishing Ordeal.

Jembone Jenkins

While fishing in the area, the party may overhear the grumblings of an older gentleman, a raccling named Jembone Jenkins (*he/him*), sitting on a wooden pier. Jembone is a persnickety old raccling with white and gray fur and a prominent hunched back. He walks with a slight limp, utilizing his fishing pole as a cane as he hobbles between his business. Often with an explosive temper and yelling at "dem youngins," he's known around town as a crotchety old man. However, many also whisper about his youth as a Legendary Angler who almost caught "The Monarch" - a powerful lunker.

Jembone lives alone in a shack, having lost his wife three years ago as she passed on peacefully in her sleep. He had an argument about fishing with his only child about 10 years prior - and hasn't seen them since.

JEMBONE JENKINS

SMALL HUMANOID (RACCLING), CHAOTIC NEUTRAL

Armor Class 12 (unarmored)
Hit Points 44 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2, Survival +2
Senses Darkvision 60 ft, Passive Perception 12
Languages Common, Raccish

Challenge 2 (450 XP) **Proficiency Bonus** +2

ABILITIES

Keen Smell. Jembone has Advantage on Wisdom (Perception) Checks that rely on smell.
Legendary Angler. Jembone has a +10 to all Fishing Checks.

ACTIONS

Multiattack. Jembone makes 2 Rigged Club attacks.
Rigged Club. *Melee Weapon Attack*: +2 to hit, reach 10 ft., one target. *Hit*: 2 (1d4) Bludgeoning Damage.

BONUS ACTION

Rambling Ridicule. Jembone often goes on grumpy tirades about how an angler is fishing, whether they asked for it or not. Those who are strong-willed may often find helpful advice within his ridicule. Jembone targets a creature. That creature must make a Wisdom Saving Throw (**DC 12**).

- ***On Failure:*** The target suffers a -2 Penalty to their Fishing Checks during their current or next Fishing Encounter.
- ***On Success:*** The target gains a +2 Bonus to their Fishing Checks during their current or next Fishing Encounter.

FISHING STYLES & TECHNIQUES

Fly Fishing Style. Jembone uses his Dexterity Modifier when making Fishing Checks.
Fine Tuning [Expert]. During a Short or Long Rest, Jembone is able to take a -3 penalty to his Fishing Checks so that he may add +15 to his Fishing Table Rolls. This lasts until his next Long Rest.

QUEST HOOKS

An Old Silver Hook

Jembone can be overheard grumbling to himself.

> "These stupid old hands...get that goddurn blasted hook...in all the days when that conflabbin' cold lake is at its worse..."

If the party approaches Jembone and gives the slightest bit of attention to the old raccling, they are immediately told of his latest woes.

An old silver hook he's had since he was a child fell into the lake, and he's too old to go after it... but he seems to be contemplating doing it anyway.

> "Better to die grasping on to life than giving up and kicking the bucket like a goshdurn coward!"

He will begin undressing to his undergarments before throwing his back out.

The party can offer to retrieve the hook, calming the irate raccling. Jembone will point out where the hook is. A Wisdom (Perception) Check (**DC 15**) can confirm the location before diving in. The hook is made of shiny metal and is easy to see in the reflection of the sunlight.

Once in the water, any participating anglers can then make a Strength (Athletics) Check (**DC 10**) to swim and retrieve the tackle. While the water is shallow enough that drowning is impossible, a failed Check can result in the party being unable to reach the hook without getting a cramp. This requires a Constitution Saving Throw (**DC 10**) to continue.

- ***On Success***: The anglers retrieve the hook without issue and are able to swim back to Jembone.
- ***On Failure***: The angler closest to the hook realizes in horror that an aquatic Tiny size fey, a water pixie, has beaten them to the shining hook. They intend to use it as a weapon to protect themselves and are unwilling to give it back. They must be given a "weapon" to use in its stead (any sharp object such as a nail or a toothpick), convinced to return the item to the old man through a Charisma (Persuasion) Check (**DC 15**), or given something of equal value (1 gp or less). If attacked or threatened, the water pixie vanishes into a cascade of water, teleporting back to their home, and will not return.

If unable to retrieve the hook, Jembone will be irate and loudly lecture the group for 1 hour about the failings of the youth these days, scaring the local fish and imposing Disadvantage on Fishing Table Rolls for 2 hours.

REWARD

If successful in returning the hook, Jembone "thanks" the anglers for their help in a grumpy manner.

> "I could have done it, you gosh durn nosey goodfurnuthin."

Jembone will share with the angler a bit of his life story. An adventure he partook in his youth, fishing in all kinds of landscapes to prove himself worthy of challenging a mighty Lunker: The Monarch.

> "The Monarch is the greatest catch out there, kiddo. As big as 'dat 'dere sun in the sky, as beautiful as the stars at night, as wise as the smartest wizard… I still remember that day when I almost caught him. Woulda' been the best day of my conflabbin' life."

If requested, Jembone will share the requirements to try and fish for this mighty beast, providing the party with a book titled "The Monarch's Reign".

THE MONARCH'S REIGN	UNCOMMON
Adventuring Gear	
A book that details the requirements needed to challenge "The Monarch", a particularly powerful fish.	
After spending an Activity reading this book, if you would roll within 90-100 on the Fishing Table while in the Plains environment, you hook The Monarch instead. The Monarch can only be caught once.	
	100 GP

THE MONARCH

SMALL BEAST (FISH)

Weight	Catch DC
4d10 + 10 LBS. *(32* LBS.*)*	**15**
Level 5 (180 XP)	**200 GP**

FISHING ENCOUNTER

Special Encounter: The Monarch requires 3 successful Fishing Checks to catch. You can fail your Fishing Checks 2 times during this encounter.

CATCH

Recipe - +1 Weapon: If you successfully carve The Monarch, you can use The Monarch's Parts to reforge a weapon into a +1 Weapon. This can be done by dedicating 1 Activity to the project.

FRIENDLY COMPETITION

While out fishing in the plains, the party may be approached by Regina, who is looking for some friendly competition. They will single out the angler they perceive to be the most skilled, judging by either the individual's demeanor or previous catches they may have witnessed. Regina is confident in her abilities and proposes a bet of 10 GP to the angler who catches the rarest fish (the fish with the highest level) on their next cast. Or, if the angler does not have 10 GP, the spoils of both catches can be wagered instead.

Both Regina and the competing angler will make a roll on the Fishing Table, followed by a Fishing Check to determine what is caught.

REWARD

Whoever catches the highest level fish is considered the winner of the bet pool. If neither the angler nor Regina catches a fish, or if both parties catch a fish of the same level, it is viewed as a draw. This competition can be repeated if both competitors are willing.

CHILDHOOD MEMORIES

If an angler finds a Broken Boomerang while out fishing, they may recognize the carved-out name as half of "Fredirico", the friendly shopkeep of a local fish stand. If the party hasn't personally met Fredirico yet, they may roll a Wisdom Check (**DC 10**) to determine if they've heard his name in passing while exploring the town.

If an angler takes one-half of the Broken Boomerang back to Fredirico, he will be astonished to see his favorite childhood toy again. He will share the memory of how he'd play with it around the local lakes and ponds - only to lose it in the water on a careless throw.

They will express some disappointment that it's only half of the boomerang and wonder if the other half is still out there, but they're happy to have it again regardless.

If an angler finds the second half of the Broken Boomerang while out fishing and brings it to Fredirico, they will be baffled and thrilled to have the complete boomerang. He will profusely thank the party, further sharing that it is the last surviving memento he has of his father, who gave it to him before departing on a journey. The Broken Boomerang is too old and weathered to be fixed by magical means such as Mending, but Fredirico seems content to put it on display as it is.

REWARD

As a reward for one-half of the boomerang, Fredirico will give the angler 50 GP as thanks. If the angler returns the completed boomerang, Fredirico will give the angler an additional 50 GP, and permanently reduce their shop prices by 20% for the entire party.

SHOPS

Jembone's Shack

More of a run-down shack by the lakeside than an actual house, Jembone Jenkins makes a paltry living by selling some of his old or extra fishing equipment out of his home. The wooden walls are rickety, and the floor planks creak in protest with every single step, but the roof is in surprisingly good condition to keep the elements at bay. Despite the precarious state of the building, the array of Fishing Tackle within is kept clean, organized, and orderly, making browsing relatively easy once past the particularly short front door. Fishing poles of all colors and sizes are lined up on nearly every stretch of wall, each cleaned and sparkling as though they had never been used.

Jembone is an honest raccling and is upfront about the previous usage of his wares. However, he insists that Fishing Tackle that is properly cared for and has proven its worth on the water is more valuable than "some rinky-dink rich people plaything."

JEMBONE'S SHACK

ITEM	PAGE	COST
Fishing Tackle	PG. 147	1 GP
Fishing Tackle, +1	PG. 147	200 GP
Envioronmental Bobber (Plains)	PG. 154	1 GP
Dredging Tackle	PG. 146	100 GP
Bag of Aquatic Holding	PG. 171	200 GP

Fredirico's Fish Stand

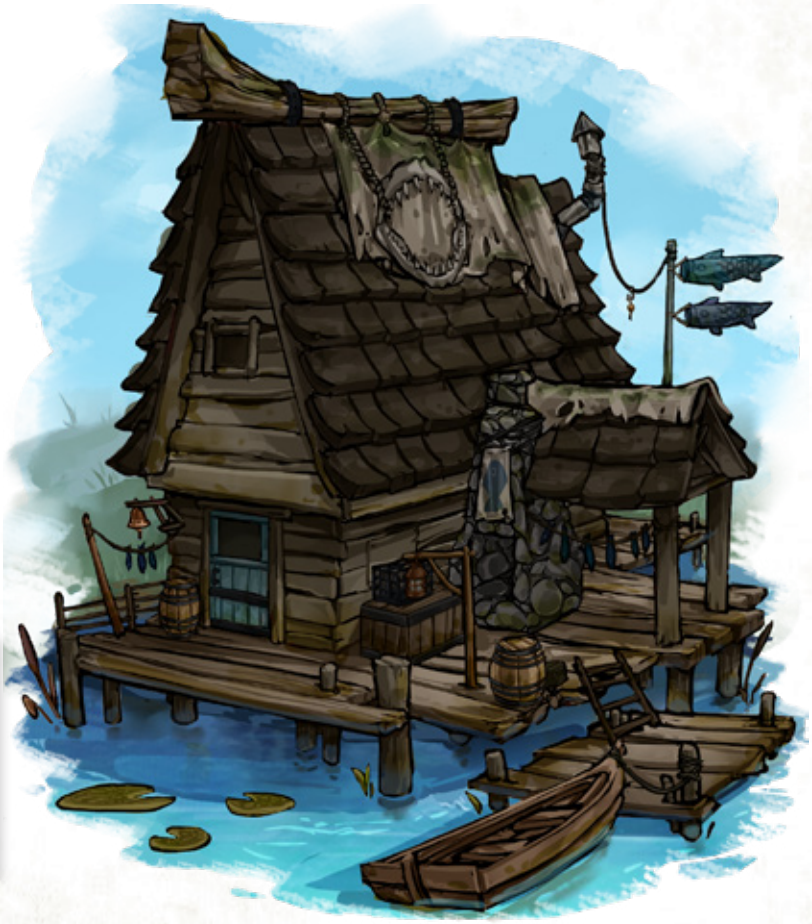
Built in front of a local home is a little fish stand that seems to be a bit shabby at first glance. The splintered wood of the work area and dubious stains across its surface are uninviting at best, and the only cover provided over the stand is a tarp held up by metal poles. Around the back is a contained cooking area and various wares lined up in rows.

A friendly and outgoing human, Fredirico (*he/they*) is particularly tall and has wiry black hair tied back into a ponytail. His muscular build almost looks like that of a blacksmith rather than a fishmonger, but he seems to enjoy doing business with his fellow fishers.

Besides all this, Fredirico's main business is their carving service, which they do for 10% of the Market Value of the Fish.

FREDIRICO'S FISH STAND (10% MARK UP)

ITEM	PAGE	COST
Fishing Tackle	PG. 147	1 GP
Environmental Bait (Plains)	PG. 154	1 GP
Potion of Healing	SRD 5.1	55 GP
Carving Blade	PG. 145	110 GP
Cook's Utensils	SRD 5.1	33 GP
Meal O'Plenty	PG. 156	55 GP



PLAINS CATCH TABLE

POND FISHING

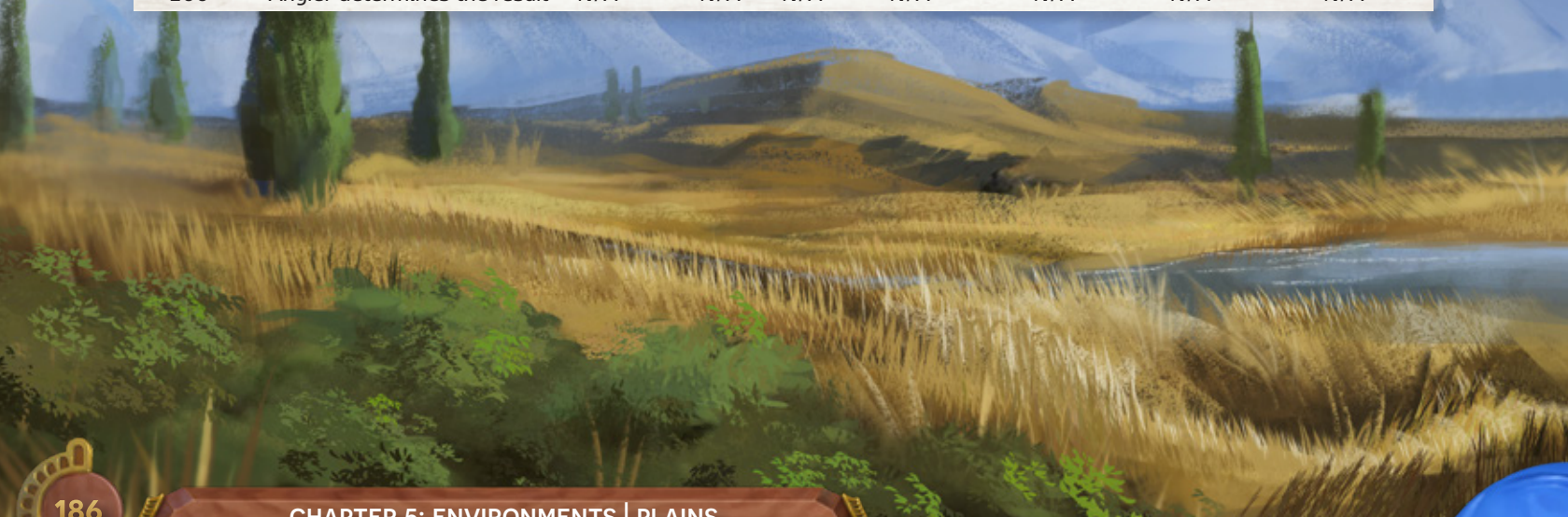
d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Chimera Chub	PG. 63	1/8	8	1	1	2 XP	2 CP
56-65	Mirrorscale Minnow	PG. 86	1/4	9	1	1	5 XP	1 SP
66-75	Deathskull Dace	PG. 68	1/2	10	1	1	10 XP	2 SP
76-80	Pearlscale Goldfish	PG. 90	1	11	1	1	20 XP	4 SP
81-85	Gatorfang Gar	PG. 78	2	12	3	2	67 XP	4 GP
86-90	Dazzling Carp	PG. 68	3	13	3	2	105 XP	15 GP
91-95	Venomserpent	PG. 107	4	14	3	2	165 XP	30 GP
96-100	Dragonkoi	PG. 70	5	15	5	3	360 XP	80 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

LAKE FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Chimera Chub	PG. 63	1/8	8	1	1	2 XP	2 CP
56-65	Barbaric Bluegill	PG. 55	1/4	9	1	1	5 XP	1 SP
66-75	Boulderbass	PG. 61	1/2	10	1	1	10 XP	2 SP
76-80	Beaconfish	PG. 57	1	11	3	2	30 XP	6 SP
81-85	Whiskerfish	PG. 108	2	12	3	2	67 XP	4 GP
86-90	Bell-Tailed Frightfish	PG. 57	3	13	2	2	140 XP	20 GP
91-95	Venomserpent	PG. 107	4	14	2	2	220 XP	40 GP
96-100	Anvil Ironfish	PG. 55	5	15	4	3	450 XP	100 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

STREAM FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-65	Rainbow Frog	PG. 93	1/2	10	1	1	10 XP	2 SP
66-85	Crimsonfang Crawfish	PG. 66	2	12	3	2	67 XP	4 GP
86-100	Steamturtle	PG. 102	3	13	5	3	140 XP	20 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A



PLAINS CATCH TABLE

PLAINS JUNK TABLE

d100	CAUGHT	PAGE
01-02	Boot Mimic	PG. 113
03-04	Longsword Hilt (Rusted)	PG. 126
05-06	Broken Boomerang (Fredi)	PG. 113
07-08	Star Shaped Music Box (Broken)	PG. 135
09-10	Rusted Iron Teapot	PG. 131
11-12	Cracked Rainbow Pearl	PG. 116
13-14	Oversized Undergarments	PG. 128
15-16	Chicken Griffon Bone (Drumstick)	PG. 115
17-18	Yellow Glass Eye (Blinking)	PG. 139
19-20	Potion of Healing	SRD 5.1
21-22	Wooden Pirate Scimitar	PG. 138
23-24	Pink Owlbear Plush (Soggy)	PG. 129
25-26	Empty Dragon Whiskey Bottle	PG. 119
27-28	Patchy Coin Pouch	PG. 129
29-30	Mangled Fishing Net	PG. 126
31-32	Broken Wagon Wheel	PG. 114
33-34	Tiny Sock	PG. 136
35-36	Roped Spectacles	PG. 131
37-38	Smiling Pet Pebble	PG. 134
39-40	Potion of Greater Healing	SRD 5.1
41-42	Discarded Fish Hook Amalgamation	PG. 118
43-44	Unicorn Umbrella	PG. 138
45-46	Bomb (Dud)	PG. 112
47-48	Black Heeled Boots	PG. 112
49-50	Ivy-Embroidered Handkerchief	PG. 124

d100	CAUGHT	PAGE
51-52	Elegant Undergarments	PG. 118
53-54	Cracked Glass Vial (Green Fluid)	PG. 116
55-56	Javelin	SRD 5.1
57-58	Bundle of Fishing Wire	PG. 114
59-60	Rusted Giant's Armor	PG. 131
61-62	Wooden Ale Mug	PG. 139
63-64	Local Swimmer	PG. 126
65-66	Fossilized Fish	PG. 121
67-68	Bomb	PG. 112
69-70	Kitchen Sink	PG. 125
71-72	Wishbone (Chimerachick)	PG. 139
73-74	Dual Ended Cutlery	PG. 118
75-76	Silver Clockwork Pocketwatch (Broken)	PG. 133
77-78	Stone Chunks of Former Sending	PG. 135
79-80	Leather Coin Purse	PG. 125
81-82	Jagged Arrowhead	PG. 124
83-84	Sylvan Gold Earring	PG. 136
85-86	Shortsword	PG. 137
87-88	Thieves' Tools	SRD 5.1
89-90	Broken Boomerang (rico)	PG. 114
91-92	Net	SRD 5.1
93-94	Rope, Hempen (50 ft.)	SRD 5.1
95-96	Engagement Ring	PG. 119
97-98	Environmental Bobber (Plains)	PG. 154
99-100	Enchanted Mounted Fish	PG. 172

FORESTS

"Folk often wonder how old I am or how long I've been here. One may as well ask the forest how long it's been here. I doubt it would have an answer for you. It has always been here, for as long as anyone can remember, and that's all the answer we require."

-Ainsley Tangleroot

The forests are an excellent destination for anglers who are just beginning their journey, as well as those looking to develop their skills further. Here, anglers can find mighty rivers cutting their way through the verdant woodland and bountiful networks of ponds and streams nestled amongst the trees. Within these waters, a rich selection of unique fish can be found, from tiny tetras to giant river monsters any angler worth their salt will be itching to tackle. The forests offer an opportunity for aspiring anglers to cut their teeth on the wild, untamed wilderness in preparation for much more challenging adventures ahead. This environment is best suited for anglers ranging from Levels 1-4.

Forests are categorized as a wide area of thick tree cover. The character of a forest varies by its region's overall climate. Cold regions may produce boreal pinelands, while temperate areas will see verdant forests filled with hundreds of species of trees and plants. In the tropics, rainforests sprawl for hundreds of miles. Within these biomes, populations are sparse. Settlements within the forests are nestled beneath the trees and, on occasion, within them. Anglers traveling these parts should expect communities to be few in number with little, if any, roads or paths between.

The woodlands are often the home of fey folk and other beings of nature that live in harmony with the trees. This suffusion of natural magics also reaches the waters, creating both danger and great opportunity for anglers. The aquatic life can be strange and wondrous, demonstrating ages of fey influence. Those who seek their fortunes in the forest should come prepared, not only for the unique challenges of navigating the sprawling expanse of trees but also for dealing with its magical residents. For if there's one thing the fey can be counted on for, it's their ever-changing whims.

GEOGRAPHY

Rivers

Rivers come in various forms, from wide, rushing watercourses to small, shallow streams. What differentiates a river from creeks and brooks is the source. Rivers start from mountain headwaters, where ice melt-off runs down through channels carved out by the waters over countless ages, eventually winding their way to the coast. Some rivers, called tributaries, form when excess rain and groundwater flow through channels that spill into a main river. These networks of streams and tributaries feeding into a central river are called basins and serve as an important means of water drainage for a region.

Rivers are an essential ecosystem, home to a wide variety of fish, including some of the largest fish an angler can hope to catch within the woodlands. The forest rivers are also noted for a number of bottom dweller species that take a unique set of skills to dredge up from the river beds.

Ponds

A pond is generally smaller than a lake and far more shallow. Their size can vary from only a few feet to 10-12 acres, with a depth of no more than 15-20 FT. Various sources can form ponds, such as natural depressions filled with undrained rainwater or fed via the springtime floodwaters of nearby river basins. Some ponds form as part of the course of a stream or small tributary when the water channel opens up into wider depressions. Their sources can determine whether or not they are seasonal, such as those formed by spring melt, or perennial, such as those fed by creeks or springs.

Within the woodlands, most ponds are overgrown with vegetation, such as lilypads and reeds. This vegetation provides an important food source for aquatic life within these relatively small pockets of water. This allows for a thriving ecosystem of smaller fish and amphibians, including a few that have been the source of many local legends.

Streams, Brooks, and Creeks

Smaller streams are distinguished from rivers by their source, as they are usually fed by rainwater drainage, springs, or groundwater. These small streams run along channels in the ground, often - but not always - finding their way to a larger river or tributary.

Many streams are too small and shallow to house anything but small amphibians, but an angler should not overlook them entirely. These minor waterways connect networks of creeks and ponds, offering an ecosystem of small fish, reptiles, and amphibians, several of which may be of note to a keen angler.

DANGERS

While a day spent fishing in the woods can be a peaceful, relaxing experience, not every corner of forested wilderness is safe. Plenty of threats lurk in the woods that may beset an unwary angler. Below are some dangers that an angler may experience while trekking the deep woods.

Animals. A wide range of beasts call the forests home. The majority of these creatures are harmless to travelers, but some can still pose a danger. Bears, leopards, and other predatory beasts represent some of the more frequent threats to an angler venturing through the forests. An angler should always keep their catches and bait in tightly closed containers to minimize contact with such creatures.

Fey. Many travelers have probably heard the warning, "Never trust a fey who asks for your name." Some have found the truth of that the hard way. The fey and their doings can be both amazing and beautiful, or frightful and chilling in equal measure. It is the latter that anglers should watch out for, as some may simply delight in the misfortune of their chosen targets, but others, like the hags, trade in the very spirits of mortals.

Plants. Not every plant and tree in the forest is a harmless piece of flora, and travelers should be aware of the dangers they pose. This can be due to plants such as poison oak or sumac, which cause unpleasant conditions on contact, or via consumption - especially mushrooms and berries. When foraging for food, always make sure to have an identification book handy or travel with someone knowledgeable about forest foraging.

Carnivorous plants pose a different sort of danger. The forests of the world are full of strange plant life that hunts and kills, or lays in ambush. They may not be seen regularly but can be deadly when encountered. Few suspect that an innocuous patch of ferns might just be a predator ready to swallow an unsuspecting traveler down its gullet.

Wayward Magic. Whether the work of fey, errant wizards, or dark cults, anglers are bound to find places of power and wild magic when journeying the wilderness. They might encounter a place where time flows in strange ways, or where the memories of those who've passed walk as if whole again. While seemingly pleasant, these places can easily entrap an angler in an unending reverie or a moment in their past they don't wish to return from.

In other places, the lingering energy of spells cast long ago might have formed into living entities all their own, or pockets of wild magic where spells don't quite behave as expected. These spaces can be particularly hazardous to Enchanted Fishers, who may find their methods extra taxing or discover that their everyday spell work has suddenly caused a wild magic surge.

Mysterious Groups. Deep forests of wild and untamed magics are home to many groups looking to use that arcane power for their own purposes. Covens of hags perform their dark deeds in the shadows of tall trees. Druidic circles of myriad belief systems call the deep forests home, with some being welcoming, but others entirely at odds with the interests of anglers. Most frighteningly, in the deepest corners of the woodlands, clandestine groups worship eldritch powers from their ritual circles, beseeching dark deities for power. These groups would be less than welcoming to any anglers stumbling upon their rites, despite any claims that they just came here to fish.

SEASONS & WEATHER

The forest is ever-changing throughout the year, lending unique experiences across the four seasons. In spring, the rivers flood from melting ice, and the warm weather brings the blooming and blossoming of the heavy canopies that will persist through the dry summer months. Come autumn, the trees change to brilliant reds, yellows, and oranges, and the weather grows wetter. By winter, the trees have gone bare, many animals are in hibernation, and snow coats the ground in a brilliant sheet of white.

Spring and Summer

Spring is an ideal time to trek through the forests. The melt-off of winter snow brings plenty of floodwaters, filling the river basins and feeding networks of seasonal ponds and streams that aren't available at any other time of the year. Late spring and early summer see some of the highest water levels of these systems, making spring one of the richest times of the year for fishing hole choices. While such water levels can lead to sudden, unexpected flooding, the rewards are often worth it.

Fish lying dormant in still ponds under winter ice begin to emerge with the spring thaw, reaching full activity by late spring when the waters have warmed. This is when the spawning season begins - a bountiful time for the aspiring angler! However, the local wildlife knows this too. Bears and other predators stalk the river systems in search of spawning fish, looking to fill their bellies after the long winter hibernation. Competition for the best fishing spots can sometimes be fierce, and a wise angler should know when and where to pick their fights.

By summer, the waterways are teeming with aquatic life, and the forests are in full bloom. This season, however, does come with several points of concern. The summer months tend to be far dryer than other times of the year. Seasonal ponds dry up in the later months as the spring floodwaters recede. River water levels also reduce during the drier months, making areas deep enough for fish to thrive harder to find. All this means slimmer fishing hole selections for the woodland angler than in spring, though summer still brings a rich bounty of fish just the same. Besides the shrinking waters, the dry conditions also bring an increased risk of forest fires. During these times, an errant spark or a misplaced bit of tinder is all it may take to set an entire section of forest ablaze.

Autumn and Winter

Come autumn, the temperatures begin to cool, and the forest turns into a brilliant tapestry of colors. While these factors can make autumn a tempting time to travel the woodlands, the climate can often be unwelcoming due to the cooling temperature and wetter weather. Autumn rains can draw fish to the surface, but anglers should be careful of stronger winds at this time of year. Sudden gusts can catch lines, or even send weak and dying trees tumbling. These regions also see more frequent storms in the autumn months, and fog can roll in over the rivers, making travel treacherous.

By winter, many smaller ponds and streams will have completely dried out or reached a level unsuitable for fish. As the temperatures drop, the larger ponds and perennial streams will freeze over, and the fish that call them home will retreat to the lowest depths between the ice. There, they will lay in a state of dormancy until the spring thaw. As fish in this state will be highly languid, they could make for easy pickings for an angler with a bit of ice fishing knowledge. With many animals in hibernation, Ice Fishers may find a very tranquil, uncontested pick of forest waters during winter, if they're willing to brave the cold.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Late snow	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Flooding	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Rainstorm	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Breezy and cool	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Intermittent rain	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Sun showers	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Cool sunny day	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Warm with a light breeze	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Extra low water levels	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Severe dry weather	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	High temperatures	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Thunderstorm	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Scattered showers	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Cloudless skies	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Sunny and warm	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Unexpectedly cool	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Heavy rains	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Windstorm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Scattered thunderstorms	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Light rain	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Partly cloudy	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Occasional showers	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Clear and cool	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunny and mild	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Deep freeze	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Blizzard	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Freezing rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Light snow	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Overcast skies	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Sunny, partly cloudy	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Sunny and clear	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Unseasonable warmth	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Endiel Sa'Val

Endiel Sa'Val (*she/they*) is a self-taught naturalist who moved to the forests to study the local aquatic ecosystems. She spends a large portion of her days half-submerged in the river waters, living amongst the fish and pursuing her passion for biology.

Endiel is a half-elf who's slight of build, with mid-length dark brown hair that she keeps tied in a loose, messy knot. With her hair out of her face, Endiel is free to peer through her round glasses unobstructed, studying the fish and water quality of various forest pools. Clothing and fashion is barely a second thought to them, as they prefer to dress casually and conveniently in fabrics that will quickly dry after they inevitably wade into a pond or river. She keeps a sling bag at her hip, filled with bottles of various algae and papers scrawled with frantic notes she may have jotted down through the day.

Endiel is thoughtful and contemplative, if a little strange. They are often seen speaking to the fish and has been known to hold arguments with trees (which they've lost). In truth, Endiel has a certain rapport with the spirits of the forest and can hear what others cannot.

ENDIEL SA'VAL

MEDIUM HUMANOID (HALF-ELF), NEUTRAL GOOD

Armor Class 13 (studded leather armor)
Hit Points 30 (3d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	14 (+2)	17 (+3)	14 (+2)

Skills Athletics +2, Nature +4, Stealth +3, Survival +5
Tools Calligrapher's Tools
Senses Darkvision 60 ft.
Languages Common, Elven

Challenge 1 (200 XP) **Proficiency Bonus** +2

ABILITIES

Free Diver. Endiel can hold her breath for a number of minutes equal to 5 times her Proficiency Bonus.

Fey Ancestry. Endiel has Advantage on Saving Throws against being Charmed, and magic can't put them to sleep.

Voices of the Forest(2/Long Rest). Endiel may reroll any failed Nature Check.

SPELLCASTING

Endiel's Spellcasting Ability Score is Wisdom (Spell Save **DC 13**, +5 to hit with Spell Attacks).

- ***At Will:*** Minor Illusion, Vicious Mockery, Detect Magic
- ***3/Day each:*** Cure Wounds
- ***1/Day each:*** Invisibility

ACTIONS

Multiattack. Endiel makes 2 attacks with her Netting Pole.

Netting Pole. *Melee Weapon Attack* +2 to *Hit*, Reach 5ft., one target, *Hit*: 3 (1d6) Bludgeoning Damage.

Toss Rock. *Ranged Weapon Attack*: +3 to hit, range 15/30 ft., one target. *Hit*: 4 (1d6+1) Bludgeoning Damage. This attack can only be used when there are rocks around where Endiel is standing.

BONUS ACTION

Fish'spiration (3/Any Rest). When a willing creature within 60 ft. of Endiel, who they can see, begins a Fishing Action, they may choose to grant the target a d6 Inspiration Die, which may be used on either a Fishing Table Roll, or Fishing Check. A creature cannot have more than one Inspiration Die at a time.

Swift Stand. Instead of spending half her Movement, Endiel can take this Bonus Action to get up from being Prone.

Quick Crawl. Endiel goes Prone and moves 10 ft. This does not provoke Opportunity Attacks.

FISHING STYLES & TECHNIQUES

Wise Noodling Style. Endiel uses their Wisdom Modifier when making Fishing Checks.

Gator Chomp [Adept]. When Endiel has hooked a fish, and she's expended this Technique, she gains a +3 bonus to her Fishing Check this encounter against fish who are Small size. This bonus becomes a penalty if the fish is larger than Small size.

Sprite Bob [Novice](2/Long Rest). After Endiel determines the result of their Fishing Table Roll, they may add a +5 bonus to the result.

Ainsley Tangleroot

Ainsley Tangleroot (*she/they*) is a dryad who's lived in the forest longer than anyone can remember, and she makes no attempt to clarify the matter. They're more than happy to leave things at that and politely demurs any questions or comments about themselves.

As far as dryads go, Ainsley is actually rather elf-like in appearance, bearing the same pointed ears. The bark that grows over her skin resembles birch, and delicate white flowers bloom from the branches growing through her hair, which itself is a verdant cascade of leafy vines. They wear simple clothes made of natural fibers and always has a hat of vines, ivy, and tackle seated over their head.

Ainsley is a kind and peaceful soul who's happy to share a song, a tale, or a bit of her lunch - natural berries and mushrooms of the forest that she gathered herself. They'll go on about their philosophies of life, reflecting on one's responsibility to tend to the balance and preservation of nature and its courses, often unprompted. She'll also happily sit back and play the listener, offering her personal wisdom to any who might seek it.

AINSLEY TANGLEROOT

MEDIUM FEY (DRYAD), NEUTRAL GOOD

Armor Class 11 (16 with barkskin)
Hit Points 84 (15d8 +15)
Speed 30 FT., climb 30 FT.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12(+1)	14 (+2)	18 (+4)	16 (+3)

Skills Perception +6, Stealth +3, Nature +6
Tools Herbalist Kit
Senses Darkvision 60 FT.
Languages Common, Elvish, Sylvan

Challenge 3 (700 XP) **Proficiency Bonus** +2

ABILITIES

Magic Resistance. Ainsley has Advantage on Saving Throws versus magical effects.

Speak with Beasts and Plants. Ainsley can communicate with beasts and plants as if they share a language.

Tree Stride. Once on her turn, Ainsley can use 10 FT. of her Movement to step magically into one living tree within her reach and emerge from a second living tree within 60 FT. of the first tree, appearing in an unoccupied space within 5 FT. of the second tree. Both trees must be Large size or larger.

SPELLCASTING

Ainsley has the ability to cast spells. Her Spellcasting Ability Score is Wisdom (Spell Save **DC 14**, +6 to hit with Spell Attacks).

- ***At Will:*** Druidcraft
- ***3/Day each:*** Goodberry, Entangle, Cure Wounds, Pass Without Trace, Barkskin
- ***1/Day each:*** Spike Growth, Plant Growth, Speak with Plants

ACTIONS

Multiattack. Ainsley Tangleroot makes 2 attacks with their Vine Whip.

Vine Whip. *Melee Weapon Attack* +6 to *Hit*, Reach 10 FT., one target, hit: 7 (1d6+4) Slashing. The target creature must make a Dexterity Saving Throw (**DC 14**).

- ***On Failure:*** The target is knocked Prone.

Dryad's Fishing Charm (1/Long Rest). Ainsley may focus on a 120 FT. wide area of water that they can see. All fish within that area become Charmed by them, seeing their lure as irresistibly tempting. For the next hour, Ainsley gains a +5 bonus to their Fishing Table Rolls, and has Advantage on Fishing Checks.

BONUS ACTIONS

Nature's Regrowth (2/Long Rest). Whenever Ainsley heals another creature, she may pick a different creature within 30 FT. of her that is not herself or the creature she is healing as a Bonus Action. The target regains half of the Hit Points she heals for.

Whiplash. Whenever Ainsley knocks a creature Prone with their Vine Whip, they can spend a Bonus Action to pull or push the target 5 FT. The target takes an additional 3 Slashing Damage.

FISHING STYLES & TECHNIQUES

Still Fishing. Ainsley uses their Wisdom Modifier when making Fishing Checks.

Wise Vine Fishing. Ainsley uses their Wisdom Modifier when making Fishing Checks. Ainsley spends 1 Hour setting up their vine without the need of Vine Tackle. Every hour, they make a roll on the Fishing Table for each vine they've setup. If the result hooks a fish, they can make a Fishing Check using the vine within an existing Activity. After resolving the Fishing Encounter, they must set up the vine again.

Sprite Bob [Expert](2/Long Rest). After Ainsley determines the result of her Fishing Table Roll, she may add up to +10 bonus to the result.

QUEST HOOKS

Shocking Waters

Recently, Ainsley has been preoccupied with finding a particularly large and nasty river monster known as the Turagi. She is fearful that the Turagi's presence in these waters will kill off the local species. Ainsley wants this threat to the balance removed, but they do prefer that all life have its right to live, even the Turagi. Ainsley will therefore entice the party to try to capture it alive if possible so that she may transplant it to a pond made especially for its keeping.

The Turagi is a massive electric eel that has command of lightning. It gives off electric currents where it swims, causing the deaths of aquatic life around it, which it then consumes. The Turagi is known to cause foggy, rainy conditions to conceal its passage.

The Turagi is elusive, and finding it will not be easy. Hunting the Turagi is a combat fishing challenge that anglers may undertake while fishing the rivers of the forest. Signs of a Turagi can be found on a Fishing Table Roll of 76 or higher, along with any other standard result.

GM's Notes: Feel free to make up your own signs - but some examples could be a sudden fog upon the waters, dead fish floating in the waters in abundance, or a crack of lightning without clouds or storms.

After 3 signs of a Turagi's presence are found, the beast makes itself known and initiates combat with the party of anglers.

If the party has a means of transport and has struck down the Turagi with a nonlethal blow, they may transport it back alive safely.

REWARD

- If Turagi is taken care of without killing the creature, Ainsley will be eternally grateful. She will reward the anglers with Boots of Elvenkind (SRD 5.1) and 100 GP.
- If the Turagi is killed, Ainsley will express remorse at the grim necessity of the deed and reflect on the often cruel but essential ways of nature. In this instance, they will only reward 100 GP.

TURAGI

LARGE MONSTROSITY (FISH), CHAOTIC EVIL

Armor Class 14 (natural armor)
Hit Points 86 (11d10+12)
Speed 10 FT., 40 FT. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	12(+1)	3(-4)	12(+1)	8(-1)

Skills Perception +6, Stealth +3, Nature +6
Tools Herbalist Kit
Senses Darkvision 60 FT.
Languages Common, Elvish, Sylvan

Challenge 5 (1800 XP) **Proficiency Bonus** +3

ABILITIES

Electric Body. A creature that touches the Turagi or hits it with a Melee Attack while within 5 FT. of it takes 3 (1d6) Lightning Damage. If the Turagi is in water, a creature that first enters an area within 15 FT. of the Turagi, or ends their turn within that area while in the same body of water takes 3 (1d6) Lightning Damage.

ACTIONS

Multiattack. The Turagi attacks twice with its Electric Strike.

Electric Strike. *Melee Weapon Attack*: +6 to hit, reach 10 FT., one target. *Hit*: 6 (1d6 + 3) Bludgeoning Damage plus 5 (2d4) Lightning Damage.

Fog Cloud. Turagi is able to cast Fog Cloud at Level 1 At Will.

Stormwrack (Recharge 5-6). The Turagi releases a 15 FT. radius electrical charge centered on itself. Creatures caught in the area must make a Dexterity Saving Throw (**DC 15**).

- ***On Failure:*** The target takes 14 (4d6) Lightning Damage.
- ***On Success:*** The target takes half as much damage.

Lightning Strike. The Turagi calls down a bolt of lightning which strikes a single 5 FT. square within a 60 FT. range. If a creature is standing within that square, they must make a Dexterity Saving Throw (**DC 15**).

- ***On Failure:*** The target takes 11 (2d10) Lightning Damage.
- ***On Success:*** The target takes half as much damage.

The Forgotten Shrine

While fishing, the party may see a strange spectral fish in the water swimming down a small stream when spotted. It is incorporeal and unable to be caught. Each party member must make a Wisdom Saving Throw (**DC 13**). On success, the angler recognizes that this stream did not previously exist. On failure, the angler doesn't recognize the stream as new.

If anyone chooses to follow the fish, they will be led into a sunless section of forest where beams of mysterious moonlight softly illuminate the forest floor. Wisps dance amidst the trees whose leaves glow with a faint light, and chimes are heard upon the breeze. The stream ends at a small pool lit by moonlight, where a small stone shrine can be found. The spectral fish vanishes into the stone, becoming an etching of a Moonchaser Carp.

The stream in this area is fishable, allowing any angler fishing here Advantage on their Fishing Table Rolls.

If a live Moonchaser Carp (PG. 87) is placed here, the etching of the Moonchaser Carp vanishes, with its magics depleted. Whether the fish is offered or not, upon leaving this mystical place, if anyone attempts to find this location again they will discover that the shrines and the stream that led them there are gone, leaving the party uncertain if the location ever existed at all.

Reward

If a live Moonchaser Carp was offered, all rolls made on any Weather Table in the Forest under 66 becomes a 66 for 1d4 days.

Shops

The Art Aquatic

This curious shop is run by a gnome named Thaddeus Fizzlewick (*they/them*). Fizzlewick is a tender of Living Aquariums who prides themselves on their fanciful presentations. Aspiring aquarium keepers can find all they need to set up a living tank and maintain its care. The starter set is always recommended to new patrons. It comes with gravel, live plants, and an animated scale model of Fizzlewick swimming amongst the fish.

For the more frugally minded, Fizzlewick also offers a range of standard glass aquariums starting at 1 GP for Tiny sized fish and 100 GP for Medium sized fish - which includes everything needed to take care of the aquarium. Fizzlewick will always use this as an opportunity to up-sell the Living Aquariums, which maintain their own ecosystems without the need for care.

THE ART AQUATIC (10% MARK UP)

ITEM	PAGE	COST
Living Aquarium (Tiny)	PG. 175	22 GP
Living Aquarium (Small)	PG. 175	220 GP
Living Aquarium (Medium)	PG. 175	2,200 GP
Living Aquarium (Large)	PG. 175	22,000 GP

Vine & Root

Deep in the woods, along the riverside, anglers may come across a small cottage surrounded by herb gardens and vine trestles. This is Vine & Root, a small apothecary run by a kindly elf named Tuviel Sa'Kavel (*she/her*). Tuviel grows all of her own ingredients, including pre-grown vines that she sells in baskets for Vine Fishers. She also offers a small room and breakfast for weary travelers.

Along with Potions of Healing, Basic Poisons, and Antitoxins, Tuviel makes Vine Tackles but doesn't always have one in stock. Roll a 1d10. On 3 or higher, she has one currently available. If you roll a 9 or higher, she also has a Vine Tackle, +1.

Tuviel can also train an angler in the Vine Fishing Advanced Fishing Style (PG. 46) as a service at the standard price.

VINE & ROOT (10% MARK UP)

ITEM	PAGE	COST
Potion of Vine Growth	PG. 163	220 GP
Vine Tackle	PG. 151	110 GP
Vine Tackle, +1	PG. 151	440 GP

FOREST CATCH TABLE

RIVER FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Rock-Belly Trout	PG. 95	1/8	8	1	1	2 xp	2 CP
56-65	Autumn Star Sunfish	PG. 55	1/4	9	1	1	5 xp	1 SP
66-75	Fey-Fire Bass	PG. 74	1/2	10	1	1	10 xp	2 SP
76-80	Mudrock Catfish	PG. 88	1	11	1	1	20 xp	4 SP
81-85	Everfall River Snake	PG. 73	2	12	3	2	67 xp	4 GP
86-90	Snare-Tooth Gar	PG. 99	3	13	3	2	105 xp	15 GP
91-95	Fairy Light Sturgeon	PG. 73	4	14	3	2	165 xp	30 GP
96-100	Spirit Walker Catfish	PG. 100	5	15	5	3	360 xp	80 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

PONDS FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Fey-Wood Salamander	PG. 74	1/8	8	1	1	2 xp	2 CP
56-65	Siren Tetra	PG. 98	1/4	9	1	1	5 xp	1 SP
66-75	Shimmertail Cichild	PG. 98	1/2	10	1	1	10 xp	2 SP
76-80	Reed Watcher Pleco	PG. 95	1	11	3	2	30 xp	6 SP
81-85	Lilyhopper	PG. 84	2	12	3	2	67 xp	4 GP
86-90	Celestial Angelfish	PG. 62	3	13	2	2	140 xp	20 GP
91-95	Dryad Fish	PG. 72	4	14	2	2	220 xp	40 GP
96-100	Moonshimmer Dace	PG. 87	5	15	4	3	450 xp	100 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

STREAMS FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-60	Fey-Wood Salamander	PG. 74	1/8	8	1	1	2 xp	2 CP
61-70	Siren Tetra	PG. 98	1/4	9	1	1	5 xp	1 SP
71-80	Knifetail Snapjaw	PG. 83	1	11	3	2	30 xp	6 SP
81-90	Web-Toed Mudhopper	PG. 108	2	12	3	2	67 xp	4 GP
91-100	Moonchaser Carp	PG. 87	3	13	5	3	140 xp	20 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

FOREST CATCH TABLE

FOREST JUNK TABLE

d100	CAUGHT	PAGE
01-02	Fish Algae	PG. 120
03-04	Druidic Fetish	PG. 118
05-06	Lost Hat	PG. 126
07-08	Cracked Bow	PG. 116
09-10	Hunter's Pantaloons (Soggy)	PG. 124
11-12	Shattered Axe Haft	PG. 132
13-14	Set of Tiny Red Boots	PG. 132
15-16	Pair of Suspenders	PG. 128
17-18	Pottery of Questionable Taste	PG. 130
19-20	Fish Carving	PG. 120
21-22	Toy Sailboat (Broken)	PG. 137
23-24	Rose Charm Necklace	PG. 131
25-26	Pouch of Vaguely Interesting Rocks	PG. 130
27-28	Small Raft (Half)	PG. 134
29-30	Wand of Animating Furniture	PG. 138
31-32	Fallen Branch	PG. 119
33-34	Travel Compass (Shattered)	PG. 137
35-36	Personal Throw Blanket (Torn)	PG. 129
37-38	Wooden Beer Stein	PG. 139
39-40	Torn Piece of Tent Tarp	PG. 136
41-42	Rusted Utility Knife	PG. 131
43-44	Sealed Coffee Mug (Half-Full)	PG. 132
45-46	Rusted Iron Teapot	PG. 131
47-48	Leather Glove	PG. 125
49-50	Herbalist's Kit	SRD 5.1

d100	CAUGHT	PAGE
51-52	Elvish Leather Cloak	PG. 118
53-54	Small Door	PG. 134
55-56	Tiny Fairy House	PG. 136
57-58	Fashionable Fey Garment	PG. 120
59-60	Fallen Beehive	PG. 120
61-62	Snapped Fishing Pole	PG. 134
63-64	Algae-Covered Pan Flute	PG. 110
65-66	Spirit Talisman	PG. 134
67-68	Cracked Flower Pot	PG. 116
69-70	Medicine Pouch	PG. 126
71-72	Lost Lunch Box	PG. 126
73-74	Bitten Canoe Paddle	PG. 112
75-76	Water Sprite with a Fishing Pole	PG. 139
77-78	Soggy Bath Towel	PG. 134
79-80	Alligator Tooth Necklace	PG. 110
81-82	Potion of Healing	SRD 5.1
83-84	Bottle of Elvish Wine	PG. 113
85-86	Tambourine	PG. 136
87-88	Hand-made Fairy Wings	PG. 123
89-90	Potion of Healing, Greater	SRD 5.1
91-92	Hag's Cauldron Spoon	PG. 123
93-94	Black Bear	PG. 112
95-96	Hair Comb Carved of Amethyst	PG. 123
97-98	Endiel Sa'Val	PG. 119
99-100	Ornate Metal Box	PG. 128

URBAN

"Erd knows this: The sewers are very bad. Poisonous, dangerous. Sometimes, even the slime tries to eat you! But look! Even here, there are fish. Yes, yes. But don't eat! Too much bad potions in them! City folk above toss many bad potions here, and then the fish eat. Ahhh, and Erd knows - all those bad potions turned the fish good! Good... for more potions!"

- Erd the gnoll

The cities offer a rich tapestry of culture, arts, and entertainment, but for an angler, the richest experience is in the surrounding waters. Harbor towns provide a bounty of coastal fish and crustaceans ripe for the picking, while canals wind their way alongside city thoroughfares, potentially turning any walkway bridge into a fishing hole. Truly daring anglers will find strange amalgamations of the natural and the arcane lurking in the depths of the sewers below. Even fountains and aquariums may prove an alluring temptation for less scrupulous anglers willing to try sneakier tactics. Wherever the city may be, intrepid anglers will find much to test their skills amidst their busy streets.

Cities can vary in size. They are defined by their population density, packing massive amounts of people into a relatively compact area. Most settlements that grow into a city do so because of their placement within a major region of trade or resources. Many cities have canal networks that direct the water where the municipality needs it most, including the sewers. Fish eventually find their way into these artificial waterways and, over time, establish thriving populations within the city water systems.

Port towns build their economy not only on seafaring trade, but on the fisheries that feed both the town itself and the outlying countryside. The waters of these cities will satisfy any angler with an assortment of near-coast game fish and crustaceans, especially those with a culinary inclination.

The content provided here may be used in whole or in part for any city in your campaign, especially in combination with elements from other environments in this book. Taken as a whole, GMs will find a solid foundation for building their own city. This content is best suited for anglers ranging from levels 1-4.

GEOGRAPHY

Harbors

A harbor is an enclosed body of water that offers several favorable conditions for bringing ships into port: deep waters, relatively stable tidal changes, and predictable water currents. Harbors can be formed either naturally or artificially constructed. Structures used to create harbors include tide walls or breakwaters. Naturally formed harbors are often closed in by land on multiple sides.

Many fish will also find these conditions just as favorable as the ships that are put into port. Crabs and other crustaceans teem along the bed of the harbor, especially around the docks. Coastal fish are plentiful in these waters, and fishing off a pier will often prove just as fruitful as sitting in a boat.

Sewers

The sewers are perhaps the last place anyone would think of fishing. Yet, the canny angler will know that some truly unusual catches can be found therein. These underground networks of ducts collect all the waste and water drainage of the city above. Within these labyrinthian tunnels, a unique and strange - if not entirely natural - ecology thrives.

Sludge, sewage, and the discarded remains of alchemical practices have combined to form a strange assortment of aquatic creatures that thrive in these dark, filthy corridors. While this is no place to catch a meal, the sewers offer an enticing array of magically infused fish perfectly suited to a variety of alchemical purposes.

Fountains

Fountains are public fixtures in parks or town squares, sometimes stocked with decorative fish. Fountain fish are often species raised exclusively for decorative aquarium purposes and are not otherwise found naturally. Due to the very nature of fountains, fishing out of them is frowned upon and often illegal. None of this, however, stops some people from doing so.

Canals

Canals are artificially constructed waterways built to improve water drainage and movement in a developed area or to facilitate vehicle navigation between two natural water bodies. In the cities, canals can serve as essential transport avenues for both commercial and civilian uses, especially for improving connection points for boats between the harbor and a river.

The type of water in a canal depends on the waterways they are connected to. The canals of a harbor town may be filled with salt water or turn brackish where it connects to a river. Fish in the canals are likely to be the same or similar to the fish of connecting natural waters, though some canalways may form their own independent ecosystem.

DANGERS

Cities are, by nature, relatively safe from the dangers of the wider world, but that doesn't mean they don't come without their own risks. Corrupt officials, local crime lords, and even the weather can pose quite a bit of trouble for city-dwelling anglers. Listed below are examples of the sorts of hazards anglers are likely to encounter when spending a day fishing in the big city.

Local Authorities. On most occasions, law-abiding anglers may not need to worry about running afoul of the local guard, but that doesn't mean there aren't areas of concern. Most cities frown on fountain fishing, and some have local restrictions that could ruin any angler's day if they weren't aware of the required licenses. The consequences are even greater if it is done willfully, as poaching and smuggling come with hefty penalties.

Incautious Wizards. The cities host a number of workshops and alchemy labs of practicing wizards, which also means the risks of failed experiments are high. Escaped oozes, alchemic explosions, and other magical mishaps are bound to happen at some point or another. These accidents aren't always bound to the city streets, as rampaging constructs and escaped creatures of arcane experimentation often make their way to the docks and waterways. The sewers are particularly rife with the cast-off byproducts of wizardly activity. There more than anywhere, anglers should be on the lookout for slimes, oozes, and strange monstrosities that drank one too many failed potions.

Criminal Enterprise. The cities are home to all manner of underground groups, some more organized than others. Aggressive gangs may claim certain areas or call certain docks and waters their own. Crime lords may have their hands in seemingly legitimate businesses and enjoy more control over the city than its actual leaders. Smuggling and poaching rings may operate in the city shadows or possibly even be tacitly endorsed by corrupt officials. Anglers looking to get their hands on prized fountain fish or looking to skirt local regulations on restricted fish might seek out these groups. But they should take care, as dealing with local syndicates is often a double-edged sword.

Tensions and Discord. Not all cities exist in times of peace. When traveling, anglers should be aware of the current political climate of their destination. A city could be at war with its neighbor, which could pose a number of complications for the visiting angler. The risk of siege is always present, or a sudden skirmish along an otherwise peaceful waterway. New restrictions could be imposed, especially on travelers, and access to certain choice fishing locales could be completely closed off. Other times, a city could be experiencing internal conflict. Anglers may find it difficult to "remain neutral" when squabbling factions demand that they pick a side or when a seemingly innocuous fishing guild turns out to be a front for a rebel faction. City authorities looking to stamp down on dissent may even think to target outsiders as spies or dissidents.

SEASONS & WEATHER

A city can be built in almost any environment in any climate. For this content, a northern coastal climate is assumed. For cities set in different environments, GMs may use any other environment's weather table from this book.

This environment features cool, rainy springs with plenty of overcast skies and short, mild summers. The midsummer can grow relatively warm and humid, especially compared to the other, much cooler seasons. Late summer and autumn bring more rain and plenty of storms, which can be severe and sometimes damaging to city infrastructure. In the winter, the temperature drops, bringing lots of heavy snow and a coating of ice all along the streets and buildings.

Spring and Summer

Spring in the cities is cool and rainy. Early spring can be gray and gloomy, but late spring is very pleasant. Gardens will be coming into bloom, lending splashes of color to the densely packed buildings and residences. In spring, the city fountains are restocked, and the harbors are fully open to commercial and recreational fishing, making it the peak time for anglers to ply their trade. Summers are short and relatively mild, though the humidity can climb on certain days, and thunderstorms can be frequent. If the weather gets too warm, some fish might migrate to cooler areas, making catches slim.

Autumn and Winter

The short months of summer will quickly cool into autumn when lots of overcast skies will return. The waters will start cooling down, seeing the return of many fish into the harbors. At this time of year, squalls and large storms become more frequent, posing a danger to seaside fishing. These storms can churn the local waters and cause severe damage along the coast. Outside the freezing bite of winter, this can be one of the most dangerous times for fishing.

When winter comes, it brings heavy snow and freezing temperatures, plunging coastal cities into a frigid state for months. City fountains will be completely frozen over during these times. Some will have their fish removed and placed in aquariums for the season, though those built to the proper depth of 6 FT. or more will see their fish survive just below the ice for the long winter months.

URBAN SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Heavy rainfall	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Blustery, rainy weather.	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Windy and chilly	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Steady rain	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Overcast skies	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Intermittent showers	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Partial clouds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Cool and clear	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

URBAN SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Heat snap	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	High humidity	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Thunderstorms	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Windy and rainy	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Sunshowers	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Partial clouds	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Clear with low humidity	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunny and mild	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

URBAN AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Hurricane	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Squall	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Scattered thunderstorms	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Humid and rainy	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Light rain	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Cool and breezy	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Partial clouds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Clear and sunny	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

URBAN WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Blizzard	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Heavy snowfall	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Hail and sleet	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Steady snow	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Snow flurries	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Overcast skies	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Light clouds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Crisp and clear	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Erd

While venturing through the sewers, anglers may encounter a most unusual angler scouring the filth and detritus. Erd (*he/they*) is an amnesiac gnoll obsessed with discovering their past self. He speaks with erratic, frantic gestures and will often refer to himself in the third person. Clad in layers of torn robes, Erd favors wearing a discarded street performer's costume made in the likeness of a shark, featuring a hood patterned with white and red triangles representing its jaws. Erd is suspicious of new people and shies away from contact by hiding within the shark hood. If Erd's trust is gained, they can be eager to please and overly excited to make a friend.

Erd knows the sewers well. He has been fishing within them for some time, looking for anything of use to local alchemists. In the search to restore their memories, they've become a bit of an authority on the wealth of alchemical reagents sewer fishing can offer. Once befriended, Erd will gleefully act as a guide for any anglers that might ask for their assistance.

ERD

MEDIUM HUMANOID (GNOLL), CHAOTIC NEUTRAL

Armor Class 15 (studded leather)
Hit Points 52 (8d8+8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	11 (+1)

Skills Arcana +4, Sleight of Hand +5, Stealth +5
Senses Darkvision 60 ft.
Damage Resistances Poison
Languages Common, Gnoll

Challenge 3 (700 XP) **Proficiency Bonus** +2

ABILITIES

Rampage. When Erd reduces a creature to 0 Hit Points with a Melee Attack on his turn, he can take a Bonus Action to move up to half his Speed and make a Bite attack.

Intuitive Learning. Erd applies their Wisdom Modifier to their Arcana Checks instead of Intelligence.

Sneak Attack (1/Turn). Erd deals an extra 7 (2d6) damage when he hits a target with a Weapon Attack and has Advantage on the Attack Roll or when the target is within 5 ft. of an ally of Erd that isn't Incapacitated and Erd doesn't have Disadvantage on the Attack Roll.

ACTIONS

Multiattack. Erd makes 2 attacks with any combination of their Filleting Knife and Bite.

Filleting Knife. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) Piercing Damage.

Bite. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d4 + 2) Piercing Damage.

Potion Splash. Erd tosses a vial at a point he can see within 20 ft. The vial explodes, splashing all creatures within a 10 ft. radius. Each creature must succeed on a Dexterity Saving Throw (**DC 13**) or be affected by the potion. Erd may choose from one of the following effects, using each effect once per Long Rest:

- ***Corrosive Acid (1/Long Rest).*** All creatures take 10 (3d6) Acid Damage, and any non-magical weapons or armor they are wearing begins to corrode, taking a -1 penalty to Damage Rolls and AC, respectively.
- ***Burning Oil (1/Long Rest).*** The potion erupts into flame. All creatures take 7 (2d6) Fire Damage, and 2 (1d4) additional Fire Damage each round at the start of their turn until extinguished. Creatures may spend an Action to put out the fire on either themselves or a willing creature.

BONUS ACTIONS

Cunning Action. On each of their turns, Erd can take either the Dash, Disengage, or Hide Action as a Bonus Action.

FISHING STYLES & TECHNIQUES

Still Fishing Style. Erd uses his Wisdom Modifier when making Fishing Checks.

Dredge [Novice]. While utilizing this Technique, when Erd's Fishing Table Roll result is between 36 and 80, they instead roll on the Junk Table of the environment they are fishing in. Any other rolls hook nothing.

Rifkin and Dew

While walking along the harbor, anglers may run into a young goblin who appears to be talking to themselves. Rifkin (*they/them*) is a young goblin with an unusual palette and an even more unusual companion. Rifkin is bonded to a ghostly spirit whom they call "Dew." When choosing to be visible, Dew (*she/her*) takes the form of an enigmatic woman in a black cloak. Her skin is as pale as the moon, with eyes like pools of water. In her visible form, Dew's pencil-straight poise and stern, silently judging expression cast an imposing presence of an otherwise very gentle being. In contrast to the striking elegance of their companion, Rifkin is laid back and ruffled, with wide, innocent eyes and a mop of messy hair. They wear layers of old scholar's robes bursting with scrolls, recipe books, and cooking utensils.

Rifkin treats their ghostly companion as a friend and peer. In turn, Dew shows a motherly guardianship of the young goblin and possesses a strong sense of justice, which she tries to guide them by. This ease around spirits doesn't come from just their familiarity with Dew. Rifkin is a spiritualist who can talk to many minor spirits.

RIFKIN AND DEW

SMALL HUMANOID (GOBLIN), CHAOTIC GOOD
MEDIUM UNDEAD (GHOST), CHAOTIC GOOD

Armor Class 13 (unarmored)
Hit Points 68 (10d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (0)	14 (+2)	18 (+4)

Skills Acrobatics +5, Persuasion +6
Senses Darkvision 60 ft., Passive Perception 12
Damage Resistances Cold, Necrotic
Languages Common, Celestial, Goblin

Challenge 3 (700 xp) **Proficiency Bonus** +2

ABILITIES

Spirit Whisperer. Rifkin is able to sense lingering spirits within 60 ft. of them and has Advantage on Charisma (Persuasion) Checks when communing with undead spirits.

Separate but One. Rifkin and Dew fight together and are collectively considered one creature. Dew is always considered to be occupying Rifkin's space. She does not have her own Hit Points, nor can she take her own Actions. Actions with (Dew) in its name dictate that Dew must be present to be able to make this Action.

SPELLCASTING

Rifkin's Spellcasting Ability Score is Wisdom (Spell Save **DC 12**, +4 to hit with Spell Attacks).

- ***At Will:*** Sacred Flame, Spare the Dying
- ***3/Day each:*** Bless, Detect Evil and Good, Detect Magic, Protection from Evil and Good
- ***1/Day each:*** Augury, Dispel Magic, Gentle Repose

ACTIONS

Multiattack. Rifkin makes 2 attacks with their Spectral Strike. Rifkin can replace any of these attacks with their Frying Pan or by casting a Spell.

Frying Pan. *Melee Weapon Attack*: +1 to hit, reach 5 ft., one creature. *Hit*: 2 (1d6 - 1) Bludgeoning Damage.

Spectral Strike (Dew). *Ranged Weapon Attack*: +6 to hit, reach 30 ft., one creature. *Hit*: 10 (1d8 + 4) Cold Damage. When Dew hits with this attack, the target creature must make a Constitution Saving Throw (**DC 14**).

- ***On Failure:*** The target becomes Frightened. A creature can repeat the Saving Throw at the end of each of their turns, ending the effect on themselves on a success.
- ***On Success:*** If a creature's Saving Throw is successful or the effect ends for them, the creature is immune to becoming Frightened by this effect again for the next 24 hours.

BONUS ACTIONS

Nimble Escape. Rifkin can take the Disengage or Hide Action as a Bonus Action on each of their turns.

FISHING STYLES & TECHNIQUES

Fly Fishing Style. Rifkin uses their Dexterity Modifier when making Fishing Checks.

Sprite Bob Technique [Novice](2/Long Rest) (Dew). After determining the result of their Fishing Table Roll, Rifkin can add up to +5 to the Fishing Table Roll result.

Fine Tuning [Novice]. During a Short or Long Rest, Rifkin is able to take a -1 penalty to their Fishing Checks so that they may add +5 to their Fishing Table Rolls. This lasts until their next Long Rest.

QUEST HOOKS

The Great Fish Heist

If the party has befriended Rifkin, they may approach the anglers for help with a unique task. They have been in communion with a particular spirit that is seeking aid. This spirit is connected with a very unusual fish currently in the possession of a wealthy aquarium collector. According to Rifkin, the spirit *is* the fish and is begging for rescue. They will insist that the fish be saved and impress upon the party how strongly Dew feels about the need to set this spirit free.

For the spirit to become at peace, this fish must be released back into the sea. The fish in question is called a Ruby Ghast, a very brightly colored, translucent fish with an eerie, spectral glow. There is no other fish like it in town.

If the party agrees to assist, Rifkin will lay out the specifics of the operation: The fish is being kept by a man named Farnsworth Proudbeard (*he/him*), a dwarven noble who operates a fleet of commercial fishing vessels. He is a serious aquarium collector and has contributed to the construction of several notable fountains around town. Based on Rifkin's communions, it is being kept in a massive aquarium in Proudbeard's private residence, a stately suite within one of the city's most elegant townhouse complexes.

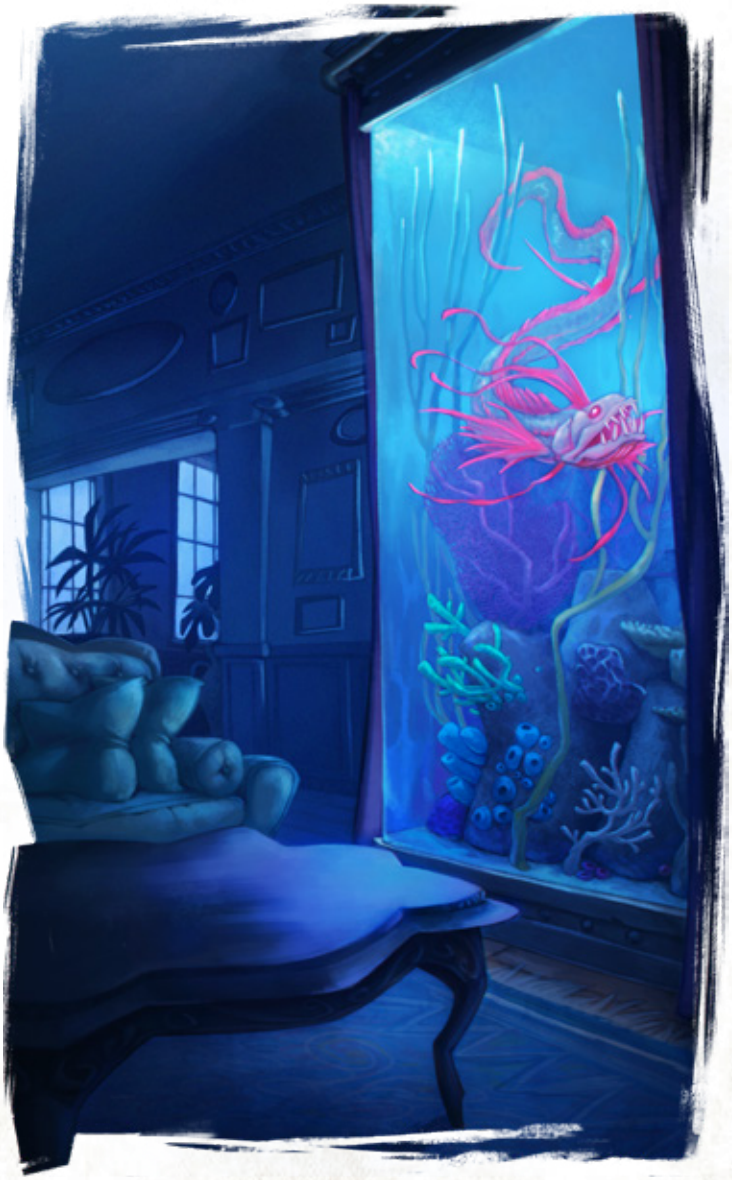
This aquarium is located in the central entry hall of the suites, deliberately placed to be difficult to view from any of the townhouse's windows. Proudbeard employs a small number of servants who go about their duties around the townhouse whether or not he is home. City constabulary keeps a more dutiful watch on this neighborhood, making direct approaches difficult. The city constabulary uses a Guard Stat Block (SRD 5.1). The front entrance is secured with a lock, which an angler can attempt to unlock with a Thieves' Tools Check (**DC 15**), or it can be forced open with a Strength (Athletics) Check (**DC 15**). Forcing open the door will instantly alert the town guard.

The side door is secured by the same lock but is under far less watch. Both doors are set each night with an Alarm spell (SRD 5.1). Detect Magic spell (SRD 5.1) will see the doors glowing with a faint abjuration aura. An angler may attempt to recognize the spell with an Intelligence (Arcana) Check (**DC 15**). All first-floor windows are locked and can be unlocked with a Thieves' Tools Check (**DC 15**). Second-floor windows are unlocked but will require a Strength (Athletics) Check (**DC 15**) or Dexterity (Acrobatics) Check (**DC 15**) to enter. Servants inside are Commoners (SRD 5.1) with a Passive Perception of 10, while exterior guards have a Passive Perception of 12.

The aquarium has the following table:

d20	FISH
01-09	Nothing
10-13	Gilded Tetras
14-16	Spring Flower Bead-Eye
17-18	Blacklight Glowfish
19-20	Ruby Ghast

If the party is caught in their attempt, the servants will summon the town guard. The party should face one Guard per party member, plus 2. For parties of 4th or 5th level, replace one Guard with a Veteran (SRD 5.1) or Knight (SRD 5.1). Should the party escape, they will find much tougher security on their return: Proudbeard is now employing Alarm spells around the grand hall and has hired a team of mercenaries. Use Bandits (SRD 5.1), one per party member, plus one Bandit Captain (SRD 5.1). Additionally, a drape is placed over the aquarium at night.



If the party succeeds at rescuing the Ruby Ghast, Rifkin will be overjoyed. Dew will make her presence known the moment the fish is shown and will look upon it with wistful sadness. She will inform all gathered that the spirit tied to this fish was her son, Edric (*he/him*). It is revealed that they both died at sea, and she recalls singing a lullaby to her son as the ship went down. The last verse she sang is what she remembered as her "name" and how she came to be known as Dew:

> "No dark of the night is worthy of fear
> For you'll always be wrapped in my love
> When morning dew glistens, and sun brings its cheer
> You'll know you are wrapped in my love"

Now that his spirit has been found, Dew can finally set his soul at peace. Rifkin and Dew will send the fish back into the water, where the spirit of a young boy will become visible to speak his parting words to his mother.

Once he departs, Dew will begin to vanish as well. Now that Edric is at peace, she too may find her rest. Rifkin will become distraught and beg for her to stay with them. If the party does not intervene, she will move on to the next life. Rifkin will be in mourning for some time afterward and will need time to recover from losing their mother figure. Dew can be convinced to remain if the party decides to argue on Rifkin's behalf or at the GM's discretion. No roll is required. Reminding Dew of the bond she shares with Rifkin is enough. They have become her second child, and she will stay to see them grow to achieve their dreams. However, she knows she can't remain forever. When Rifkin grows to adulthood, there will be a day when they will finally have to say goodbye.

REWARD

No matter the outcome, Rifkin will be grateful to the party for their help, rewarding the anglers with a golden necklace they had fished up earlier with a Market Value of 200 GP.

Fishing Up the Past

If the party has cultivated trust with Erd, he will eventually seek them for assistance. They have come into possession of a potion recipe that they are convinced will finally restore their lost memories. The recipe is complex, and they are having trouble procuring all of its ingredients. The recipe requires the following items:

- The liquified eye of a Cyclopicanthus (PG. 67) fished up from a sewer system in an Urban Environment.
- Trimmed shrubbery of the Mangrove Flounder (PG. 86) that was fished out of a shrub swamp in a Wetlands Enviornment.

- The scales of an Arcanothalasus (PG. 54) that was fished from an oasis in a Desert Environment.
- "A treasury of Memories, carefully stirred."
- "The distilled essence of consciousness."

Although Erd understands the first three ingredients, he has no idea what the 4th and 5th ingredients are and he begs the party for help. These are "Intentional Ingredients" that set the arcane purpose of this potion. These are open-ended concepts where only the meaning ascribed to the ingredient is important, not the ingredient itself. Any clever solution the players propose ought to be accepted. GMs should prepare a few concepts in the event that the party struggles and wants to make some Intelligence (Arcana) Checks or seek outside assistance. For instance, the fourth ingredient could be the pages of a journal, stirred into the brew, and the 5th ingredient could be coffee.

What Erd doesn't realize is that there is a problem with the recipe - this combination is deadly. Even if it works, Erd will not live long enough to enjoy a life with their newfound memories. An Intelligence (Arcana) Check (**DC 20**) will reveal this fact. If the character is proficient in Alchemist's Supplies, the DC is reduced to 15. Presenting the recipe to a respected Alchemist such as Fabrix, proprietor of the Seaspray Atelier, who knows Erd, will also reveal this fact.

If the party attempts to dissuade Erd from taking the potion or otherwise tries to stop him, they will find that Erd is hard set on this path and will be very difficult to talk down. The anglers must make a series of Charisma (Persuasion) Checks against Erd. The DC depends on Erd's disposition towards the party. With a neutral working relationship, the DC is 20. If Erd considers the party friends, the DC is 15.

If this is done with the consultation of an expert alchemist, such as Fabrix at the Seaspray Atelier, these Checks are made at Advantage. The party must reach 2 successes to get through to Erd, before rolling 4 failures.

If they fail, Erd will become distraught and hostile, convinced the party is trying to keep him from regaining his past. That may mean the party has to stop Erd by force before the gnoll will see reason.

If they succeed, Erd will be heartbroken and beg for a way to make the potion work. Fortunately, this may be possible. An Intelligence (Arcana) Check (**DC 25**) or Alchemist's Supplies Check (**DC 25**) can reveal a safer way of making the potion. Consulting with an expert can also reveal this.

Crafting the potion takes an Alchemist's Supplies Check (**DC 25**) along with the ingredients and 10,000 GP of various elusive alchemical herbs. Alternatively, Fabrix at the Seaspray Atelier can craft the potion using the Fish Parts found by the party. She will do so for 5,000 GP and a full report of the potion's effectiveness, as she wants to add it to her shop's menu. If left to Fabrix, the process will take 5 days.

If the party does not realize the danger, Erd drinks the potion as is, regaining their lost memories. A moment of joy spreads across their face as the toxins kick in. The party has a single round to save Erd from the toxin if they have a means of removing poison, such as an Antitoxin or a Lesser or Greater Restoration spell. If they fail, Erd dies with a gasping "thank you," having finally remembered who he was.

If the party is able to correct the potion, or save Erd from the toxin, Erd's memories will finally, slowly emerge. They will be eternally grateful to the party in a way they don't believe can ever be repaid. What Erd does from there depends on what they remember.

GM's Notes: Erd's past is not detailed here. GMs are encouraged to come up with a past that best suits the needs of their campaign. Examples include a marauding gnoll band, a hero, or perhaps they aren't a gnoll at all and were transformed by some sort of magic.

REWARD

Erd will reward the party with a Manual of Bodily Health (SRD 5.1). Meanwhile, a successful report of the potion to Fabrix will earn the party a permanent 10% discount at her shop and future availability of the Potion of Memories.

POTION OF MEMORIES — **VERY RARE**

Consumable (Potion)

This powerful brew has the power to bring back or restore lost memories, even those stolen by magic or trickery.

When you drink this potion, you gain the following effects:

- Any lost memories are returned at a rate of one significant event or relationship per day. If you do not have any lost memories, an existing one is modified instead.
- Make a Charisma Saving Throw **(DC 25)**.
  - ***On Failure:*** One memory of a significant event or relationship is altered. You remember the new memory as if it was always the way things were and bear no awareness of what was changed.

20,000 GP

HUNTING THE EYELESS BILGE HUNTER

Recently, a number of sewer workers have gone missing. The disappearances have been blamed on a rise in Eyeless Bilge Hunter (PG. 306) numbers. These vicious sewer fish will attack and devour anything they can get their massive jaws around. City officials have put out a bounty for brave anglers to wrest up as many of them from the sewers as they can to purge their numbers.

REWARD

For every Eyeless Bilge Hunter caught, the city will pay 50 GP. There is also a strong possibility that the anglers will, themselves, be hunted. For each roll on the Fishing Table made in the sewers, the GM should roll a d20. On a 1 or 2, the party is ambushed by an Eyeless Bilge Hunter on the prowl. If the party brings in 5 Eyeless Bilge Hunters, the city will congratulate them and offer them an additional reward of 200 GP and a set of commemorative badges. Doing so removes the Eyeless Bilge Hunter from that city's Sewer Fishing Table for 2d8+2 days.

SHOPS

Seaspray Atelier

On the edge of the harbor district, anglers may find a curious little shop sporting a sign displaying fish leaping into a bubbling cauldron. This is the Seaspray Atelier, an alchemy shop that specializes in aquatic brews. Inside, racks of vials, bottles, flasks, and jars of every shape and sort cover every inch of the walls. Dried fish and herbs hang from racks along every inch of the ceiling. Barrels, cartons, and boxes full of reagents would cover every inch of the floor were there not some need to maneuver. In the back of the store, a large cauldron sits behind the counter, surrounded by tables of alchemical tools and apparatus. The proprietor, a particularly short goblin named Fabrix (*she/her*), is easily hidden amongst all the clutter. One is likely to spot her first by the pointed tip of her hat, which is at least half as tall as she is.

Fabrix is a very accomplished alchemist and knows her way around fish-based brews. She is happy to buy any strange catches from the sewers and can teach potion recipes made from them - for a fee, of course. All basic alchemy materials, including Alchemist's Supplies and Herbalism Kit, are available here, as well as most standard potions. Fabrix also offers crafting services as long as the client supplies the materials. Fabrix will charge 10% of the Market Value of the potion for this service.

Seaspray Atelier (10% mark up)

ITEM	PAGE	COST
Alchemist's Supplies	SRD 5.1	55 GP
Antitoxin	SRD 5.1	55 GP
Acid (Vial)	SRD 5.1	27 GP
Bottle, Glass	SRD 5.1	2 GP
Herbalism Kit	SRD 5.1	5 GP
Potion of Healing	SRD 5.1	55 GP
Potion of Healing, Greater	SRD 5.1	220 GP
Poison, Basic	SRD 5.1	110 GP
Vial	SRD 5.1	1 GP

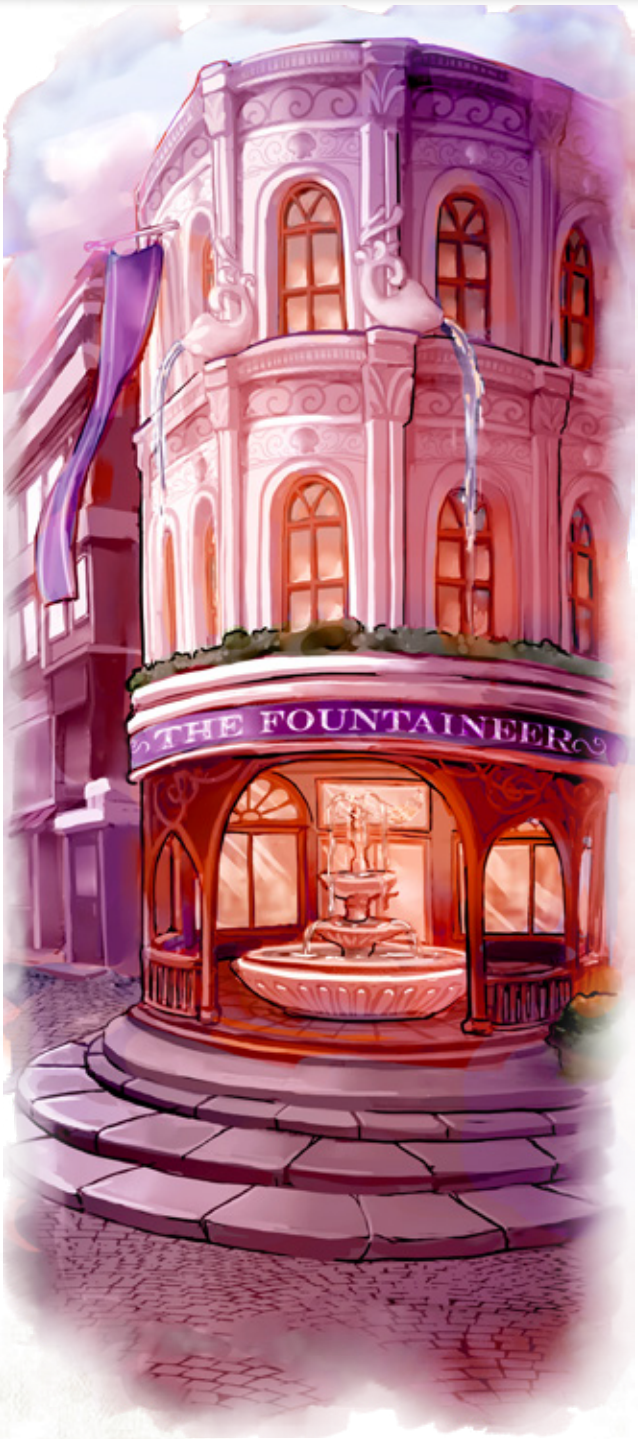
The Fountaineer

Lucero Demares (*he/him*) is a tiefling of refined tastes. This comes across in his shop, which is tailored to appeal to upper-class nobles and rich merchants. Lucero deals in the business of fountain installations and home aquariums, offering a wide array of styles, each more elegant than the last. He is also a purveyor of fountain fish and is...rather indiscriminate, if discreet, about his sources.

If an angler knows the proper channels, they could potentially establish a business relationship with Lucero, who would be happy to buy and requisition the procurement of fine aquarium fish, regardless of their source, for a 10% markup.

The Fountaineer

ITEM	COST
Small Fountain Installation	500 GP
Large Fountain Installation	2,500 GP
Huge Fountain Installation	10,000 GP
Vines and Tressel Decoration	100 GP
Lighting (Mundane) Decoration	75 GP
Lighting (Magical) Decoration	2,000 GP



URBAN CATCH TABLE

HARBOR FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Compass Herring	PG. 66	1/8	8	1	1	2 XP	2 CP
56-65	Red Tipped Sand Crab	PG. 94	1/4	9	1	1	5 XP	1 SP
66-75	Violet Speckled Lobster	PG. 107	1/2	10	1	1	10 XP	2 SP
76-80	Battlerock Blowfish	PG. 56	1	11	1	1	20 XP	4 SP
81-85	Paper Tail Flatfish	PG. 90	2	12	3	2	67 XP	4 GP
86-90	Club-Head Ogre Fish	PG. 65	3	13	3	2	105 XP	15 GP
91-95	Ruddertail Shark	PG. 96	4	14	3	2	165 XP	30 GP
96-100	Navigator's Lantern Light	PG. 88	5	15	5	3	360 XP	80 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

SEWER FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Drain Crawler Pleco	PG. 71	1/8	8	1	1	2 XP	2 CP
56-65	Sludge-Eater Eel	PG. 99	1/4	9	1	1	5 XP	1 SP
66-75	Dicephalous Arcturus	PG. 69	1/2	10	1	1	10 XP	2 SP
76-80	Drain Water Jelly	PG. 71	1	11	3	2	30 XP	6 SP
81-85	Phantom Biter	PG. 91	2	12	3	2	67 XP	4 GP
86-90	Eyeless Bilge Hunter	PG. 73	3	13	2	2	140 XP	20 GP
91-95	Creeping Lich-Fish	PG. 66	4	14	2	2	220 XP	40 GP
96-100	Cyclopicanthus	PG. 67	5	15	4	3	450 XP	100 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

FOUNTAINS FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-60	Fancy Rainbow Carp	PG. 74	1/2	10	1	1	10 XP	2 SP
61-70	Spring Flower Bead-Eye	PG. 100	1	11	1	1	20 XP	4 SP
71-80	Knifetail Snapjaw	PG. 83	2	12	3	2	67 XP	4 GP
81-90	Koine	PG. 83	3	13	3	2	105 XP	15 GP
91-100	Blacklight Glowfish	PG. 58	4	14	5	3	220 XP	40 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

URBAN CATCH TABLE

CANALS FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-60	Spearhead Pike	PG. 101	1	11	1	1	20 XP	4 SP
61-75	Paper Tail Flatfish	PG. 90	2	12	1	1	45 XP	3 GP
76-90	Flying Ray	PG. 76	3	13	2	2	140 XP	20 GP
91-100	Canal Whale	PG. 62	4	14	5	3	220 XP	40 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

URBAN JUNK TABLE

d100	CAUGHT	PAGE
01-02	Broken Crabbing Cage	PG. 114
03-04	Errant Buoy	PG. 119
05-06	Deck Mop	PG. 117
07-08	Wooden Flask Holder	PG. 139
09-10	Mangled Fishing Net	PG. 126
11-12	Unidentifiable Foodstuff	PG. 138
13-14	Half-eaten Fish Corpse	PG. 123
15-16	Dirty Rag	PG. 118
17-18	Pair of Glasses	PG. 128
19-20	Discarded Journal	PG. 118
21-22	Purple Nebula Jellyfish	PG. 130
23-24	Dented Watering Can	PG. 117
25-26	Sailor's Longcoat	PG. 132
27-28	Silver Clockwork Pocketwatch (Broken)	PG. 133
29-30	Ragged Doll	PG. 130
31-32	Bag of Fish Eyes	PG. 111
33-34	Empty Beer Keg	PG. 118
35-36	Tackle Box	PG. 136
37-38	Cup of Infinite Tea	PG. 171
39-40	Plank of Wood	PG. 129
41-42	Free Diver	PG. 121
43-44	Pirate's "Treasure"	PG. 129
45-46	Broken Dulcimer	PG. 114
47-48	Several Yards of Silk Textile	PG. 132
49-50	Drawstring Bag of Game Pieces	PG. 118

d100	CAUGHT	PAGE
51-52	Weathered Spyglass	PG. 139
53-54	Rusted Map Case	PG. 131
55-56	Leather Coin Purse	PG. 125
57-58	Rusted Lantern	PG. 131
59-60	Set of Keys	PG. 132
61-62	Box of Screams	PG. 113
63-64	Lobster Figurine	PG. 126
65-66	Painter's Easel	PG. 128
67-68	Calligrapher's Supplies	SRD 5.1
69-70	Small Coffee Table	PG. 134
71-72	Ragged Tablecloth	PG. 130
73-74	Single Shoe	PG. 133
75-76	Snapped Fishing Pole	PG. 134
77-78	Passing Boat	PG. 129
79-80	Set of Fishbone Dice	PG. 132
81-82	Crab Cracker	PG. 116
83-84	Rusted Frying Pan	PG. 131
85-86	Hat of Disguise	SRD 5.1
87-88	Alchemist's Travel Bag	PG. 110
89-90	Wind-up Toy (Rusted)	PG. 139
91-92	Collection of Sea Glass	PG. 116
93-94	Very Fancy Shell	PG. 138
95-96	Bag of Holding	SRD 5.1
97-98	Enchanted Mounted Fish	PG. 172
99-100	Lobbing Anchor	PG. 167

COASTS

"The coast is where I fell in love with fishing. Early morning walks along the beach as a child, collecting crabs or digging for buried treasure, gave me my first thrill. As I grew older, the complexity of the rod and reel and the harsh mistress of the tides showed me the depth and skill required to rise to the challenges in this area. Though the neverending horizon overseeing the ocean would be my biggest motivation. Knowing that no matter how far I grew in my craft, an endless expanse awaited me, far beyond my purview. Oh, and yes, we do have watermelon flavor. That'll be 1 gold."

- Cyrus Clum

The coast, while a sunny paradise for many looking to kick back and catch some rays or swim on the waves of the ocean, is also where many anglers come to meet their first real challenges in fishing. Certainly, traveling fishers can relax and take it easy by combing the beaches for crustaceans and other sand-dwelling critters, trying their hand at snorkeling in shallow waters, or perhaps taking a trip to a nearby quiet cove. However, those seeking out big catches must do so by battling against the tides to reel them in from the waters that touch the open sea. Anglers ranging from levels 5-10 will be sufficiently challenged on the coast as the fish grow ever larger to fit the expanses of the ocean.

GEOGRAPHY

Beaches

Beaches are the last strips of land that lead out to the wild blue wonder of the oceans. The beach connects the mainland to the ocean with a long stretch of sand, which slants slowly into the ocean's waters. This slant creates waves that crash against the beach, which is a refreshing splash of cool water on the otherwise hot sands.

This area of the coast is usually a place brimming with activity, packed with tourists and locals who want to escape to a more relaxing space. With clear, warm days abound, the beaches can host large crowds, especially in areas built for tourist activity. Novelty stores, restaurants, and general entertainment are familiar sights alongside the beaches and boardwalks of the coast, attracting people from all walks of life to a relaxing day near the water.

Despite the usual scene of a bustling beach, some areas are quieter and secluded and can usually

be accessed by a short walk. These are the spaces that anglers tend to prefer, far away from the clamoring of the masses and safe from most potential interruptions. Fishers often set up their poles at the water's edge while waves lap against their feet or take to lone piers built upon the sands. Specialized fishing styles, like Surf Fishing, exist to help those who set up along the sandy beaches to maximize their catch.

Nearshores

Nearshores are the massive expanse of waters just beyond the beaches and right before the open ocean. An endless view of deep blue waters that goes on for miles, teetering on the edge of the world, it is home to all manner of aquatic life. This is the last bastion that most anglers can hope to swim safely in without the aid of a boat or magic, as beyond this point is the open ocean, whose depths are unknown and treacherous.

While shallow at the water's edge, an angler swimming or sailing outward will find a rapid increase in depth. The nearshore can easily reach depths of 30-40 FT. during periods of high tide or 10-15 FT. during periods of low tide.

Many fish find their homes in the nearshore, eating the smaller aquatic lifeforms that make their home in the seaweed, shells, and sands. While the tides play a part in the nearshore depths, anglers can take advantage of the high and low tides to best plan when to enter the waters for the most effective fishing.

Piers and docks can lead quite a way out into the waters, affording anglers easy access to the nearshore, where they would otherwise require a small boat. These manufactured structures allow anglers to cast their line for big catches at any time of day, regardless of tide.

However, even in the absence of these helpful structures, some particularly crafty anglers have also developed multiple ways to make the perfect cast into these deep waters. Some stilts can be tall enough to bypass the need for a pier, allowing an angler to pick a fishing spot at their leisure.

Coves

Coves are small, isolated bays that crop up along the coastlines, where the ocean or the sea flows into a circular pool due to the erosion of land that creates small recesses for water to gather. Sometimes called the "arm" of the ocean or the sea, this body of water is typically sheltered by small outcroppings of rock, coral, or their own beaches, but includes an inlet to their source that maintains their water level.

Fish gather in these areas to take advantage of the protective coral reefs and escape from the bigger ocean predators. There is also the added benefit of a plethora of underwater flora and bugs that provide them sustenance.

Coves sometimes find themselves home to rare oceanic or seafaring fish that enter their area through the inlet that connects the water sources and can be a gold mine for anglers trying to find an illustrious catch.

DANGERS

The coast, while typically a peaceful and exotic fishing locale, is not without its own dangers. Anglers should be prepared for unique problems they may face, ranging from mild annoyances to outright treacherous creatures.

Pirates and Brigands. The closer to the ocean an angler gets, the more likely they are to encounter the bandits of the sea: Pirates and Brigands. Often seen on ships or hiding in coves, these outlaws are always out looking for treasure and are well-versed in the value of fish.

Tourists. Most coasts are vacation destinations for families ranging from the most base commoners to the highest lords and ladies, bringing a thriving tourist industry to most beaches. As a result, these vacationing humanoids can be ignorant of an angler's art, either being too loud or too rowdy and scaring away fish. The price gouging along coastlines to profit off these individuals can also devastate an angler's wallet.

Sea Beasts. Sea lions, walruses, and other giant nautical beasts tend to make their homes on beaches and are often territorial. Anglers best tread lightly when finding a place to fish - it may already be taken, and the locals might not appreciate a stranger encroaching on their territory.

Predator Fish. Aggressive fish with a predator instinct are a significant threat at the nearshore and can sometimes make their way near the beach lines. Swimmers in these areas should be prepared for a quick escape, lest they end up at someone's dinner!

Flying Rodents. Avian pests, such as the dreaded seagulls, hunt ceaselessly along the coastlines for washed-up fish, food, and tourists' leftovers. They are known to flock and squawk loudly, frightening and scooping up fish when caught or stored. Devious and conniving, they know exactly how to get what they want.

SEASONS & WEATHER

For most of the year, the coast stays nice and hot - perfect for fishing and aquatic life. Though, when fall rolls around, and the temperatures start dropping, only the really crazy ones stay around for the hurricane season! 'Bout got picked up and flung to the mountains one year; they're no joke!

- Dyna Might

The coast enjoys a mild warmth all year round, making frost and ice a rare sight in these parts. However, it's made up for by the whipping winds of the hurricane seasons in the fall and the monsoons that take place in winter.

Spring and Summer

Coastal fish are typically unaffected by the weather during spring and summer, as the bright sun and warmth of the region tend to keep their chosen ecosystem warmer than most. Even in times of great heat during the hottest seasons, the fish will tend to migrate to the deeper portions of the ocean to cool off or hide in the coral reefs shaded by thick seaweed.

Ideal fishing conditions on the coast are in the early mornings or when there is high cloud coverage, both to take advantage of the lull in the loud tourist traffic on beaches and to get the drop on fish that feed in the more chilled conditions.

While rain and thunderstorms tend to bring out the fish as the weather stirs up their hunting grounds, fishing in such conditions is an inherent danger. The long stretches of the beach have little coverage, and metallic fishing rods can sometimes conduct lightning strikes and be dangerous to anglers everywhere.

Given the higher humidity and heat of the region, heatstroke is a real threat to anglers. As the hot sun bears down upon them, coupled with the physical activity of angling, even the best fishers can succumb to the conditions and pass out if not careful.

Autumn and Winter

The coast, usually located in warmer climates, does not suffer from the chilly detriment of autumn and winter. Yet the dips in temperatures from the extreme heat provide a destabilized environment, which causes harsh winds and hurricane season in autumn. This is closely followed by a deluge of rain as the monsoon season rears its ugly head in the winter.

High winds off the coast during autumn are no laughing matter. Lighter creatures can be picked up and carried on the wind during outstanding weather events, while those with more heft can be dragged off during more severe times. Anglers and locals in the area have designed specialized boots to withstand these whipping gusts, which can be easily purchased at local stores.

Monsoon season brings nearly constant rainfall lasting days or weeks and is quite a struggle for locals. The moisture in the air, coupled with an uncharacteristic chill, can easily overwhelm and exhaust anyone who tries to traverse through the elements. To combat the unwelcome weather, locals have created specialized rain gear to keep bodies warm and dry while living on the coast. This gear is especially beneficial for daring anglers who may want to brave the storm for the off chance that a big catch may be lurking.

Although it is not impossible to catch a fish during these stormy times, they typically retreat to deeper waters during this seasonal pattern to avoid the excessive disturbance that the wind and rain have on the surface. However, they do not hibernate and instead only hunt in periods of warmth and calm.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Severe thunderstorms	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Torrential downpour	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Heavy rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Heat lightning	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Cooling rain	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Overcast	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Gentle winds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Overcast & Cool winds	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Broiling heat	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	High sun	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Heat storms	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Thunderstorms	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Overcast	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Gentle breeze	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Complete cloud coverage	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Summer showers	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Hurricane	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Wind storm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	High winds	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Gentle winds	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Overcast	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Warm breeze	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Sunny overcast	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Bright sunlight	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Monsoon	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Flooding	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Heavy rainfall	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Rainfall	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Gentle rainfall	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Sunny overcast	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Sunny	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Heat snap	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Cyrus Clum

While traversing the beach on the coast, the party may come across a small stand run by what seems to be a dragonborn named Cyrus Clum (*he/they*), who is selling fruit-flavored ice shavings called Chillcones (PG. 155). Cyrus has a mixture of bright white and cyan colored scales and sharp horns atop his head, obscured by a red hat that reads "Chill Out!" which matches a shirt and beach shorts that advertise the stand. An aura of cold surrounds them, and many tourists on the beach seem to linger a little too long at the stand, trying to beat the heat. He seems overly protective of a nearby treasure chest, which holds the day's sales and is typically secured around his massive tail.

Cyrus speaks in a glum, bored tone. Despite their massive size and demeanor, the locals show no signs of fright, and many anglers tend to flock to them for advice, speaking excitedly about the latest catches. Some will notice that the talk of fishing is the only thing that gets even the slightest smile on his face.

Cyrus is not an ordinary dragonborn. They present themselves as such while in the presence of others, but is actually a young white dragon under the guise of a humanoid. Contrary to what is typical of other white dragons and to the distress of his father, Frostfang, he is a very even-mannered individual, preferring to spend his days relaxing and fishing the world's waters rather than following in his father's footsteps of collecting a personal treasure horde.

Cyrus sells Chillcones for 1 GP each.

CYRUS CLUM (IN DRAGONBORN FORM)

MEDIUM HUMANOID (DRAGONBORN), CHAOTIC NEUTRAL

Armor Class 17 (natural armor)
Hit Points 133 (14d10+56)
Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	18(+4)	11(+0)	14(+2)	10(+0)

Saving Throws Dex +4, Con +7, Wis +5, Cha +3
Skills Athletics +7, Intimidation +3, Nature +5
Senses Blindsight 30 FT., Darkvision 120 FT., Passive Perception 16
Languages Common, Draconic

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ABILITIES

Master of the Coast. When fishing on Fishing Tables on the coast, Cyrus can make Fishing Table Checks with Advantage.

Ice Walk. Cyrus can move across and climb icy surfaces without needing to make an Ability Check. Additionally, Difficult Terrain composed of ice or snow doesn't cost them extra Movement.

ACTIONS

Multiattack. Cyrus makes 2 Longsword attacks. He can replace one of these attacks with one Claw attack.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 FT., one target. *Hit*: 8 (1d8+4) Slashing Damage, or 9 (1d10+4) Slashing Damage if used with two hands.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 FT., one target. *Hit*: 7 (1d6 + 4) Slashing Damage.

Cold Breath (Recharge 5-6). Cyrus can exhale an icy breath in a 15 FT. cone. Each creature in this area must make a Constitution Saving Throw (**DC 15**).

- ***On Failure:*** The target takes 35 (10d6) Cold Damage.
- ***On Success:*** The target takes half as much damage.

FISHING STYLES & TECHNIQUES

Cyrus is an angler with the following abilities.

Still Fishing Style. Cyrus uses their Wisdom Modifier when making Fishing Checks.

Surf Fishing Style. Cyrus spends 1 hour setting up his Surf Fishing Gear. Every hour, Cyrus makes a roll on the Fishing Table for each Surf Fishing Tackle he's set up. If the result hooks a fish, Cyrus can make a Fishing Check using the Surf Fishing Gear within an existing Activity. After resolving the Fishing Encounter, Cyrus must set up the Surf Fishing Gear again.

Dyna Might

Lounging on the beach is a family of capya cavis on vacation, who are laid out on long blankets. Among them in a red and white polka-dotted bikini and an oversized sun hat is a particularly loud individual named Dyna Might (*she/her*). A mother of two, she seems to be wrangling her twin children, Boom (*she/her*) and Bang (*she/her*), who are fighting over sand castles, while her husband, Desbrie (*he/him*), is snoring loudly under an umbrella.

The family dynamic seems fairly loud and lively, easily drawing the eyes and ears of curious passersby. Though not outright disruptive or rude, the children have enough youthful energy to draw attention and potentially irritate those hoping for a quiet beach day.

The party can be compelled to approach her for a number of reasons: Perhaps they're curious about the smell of a suspicious amount of rare fish cooking on her grill, or maybe their attention is caught by the occasional rude name hurled her way by vacationers walking along the shore. Or, more alarmingly, perhaps it's the town guard constantly inspecting her fishing gear time and again. No matter how the party comes across her, it's clear she has an explosive temperament and can be heard from clear across the beach.

DYNA MIGHT

SMALL HUMANOID (CAVIS), CHAOTIC GOOD

Armor Class 15 (natural armor)
Hit Points 22 (4d8 +4)
Speed 40 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	16(+3)	14(+2)	9(-1)

Skills Arcana +5, Investigation +5, Nature +4, Sleight of Hand +6
Senses Darkvision (60 ft.)
Languages Common, Cavi, Goblin, Dwarvish

Challenge 1 (200 xp) **Proficiency Bonus** +2

ABILITIES

Quick Wit (Special - 3/Long Rest). Dyna can add 1d4 to any Ability Check that she or a creature within 30 ft. of her makes.

Semi-Aquatic. Dyna can hold her breath for up to 30 Minutes.

Strong Swimmer. Dyna may carry another creature that is the same Size category as her or smaller without impeding her Swim Speed.

ACTIONS

Gnaw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 7 (1d4) Piercing Damage.

Bomb (Recharge 5-6). Dyna can light and throw a bomb at a point up to 60 ft. away. Each creature within 5 ft. of that point must make a Dexterity Saving Throw (**DC 13**).

- ***On Failure:*** The target takes 3d6 Fire Damage.
- ***On Success:*** The target takes half as much damage.

REACTIONS

Communal Ingenuity (2/Long Rest). When a non-hostile creature within 5 ft. of Dyna makes a d20 Check, she may spend her Reaction to add a d4 to their result. She must do this before she knows the result of the roll.

FISHING STYLES & TECHNIQUES

Dyna is an angler with the following abilities.

Tinker Fishing Style. Dyna uses her Intelligence Modifier when making Fishing Checks.

Bomb Fishing Style. After tossing a bomb into a fishing area, Dyna makes 5 rolls on the Fishing Table. Any result between 8 and 15 is immediately successful, but she kills the fish she catches. Dyna suffers 5 Fishing Ordeals.

Fine Tuning [Adept]. As an Activity, Dyna is able to take a -2 penalty to her Fishing Checks so that she may add +10 to her Fishing Table Rolls. This lasts until her next Long Rest.

GM's Notes: Dyna is trained in Bomb Fishing Style, however, she was written to not use it due to her reputation (See Quest Hook: Explosive Temper). Even with this note, you are free to roleplay her any way you see fit that works with your story - even if it means disregarding this note.

QUEST HOOKS

Fruits of Labor

When approaching Cyrus Clum, he appears to be quite miserable with his job at Chillcones (PG. 155). Any angler who asks about his state will learn about "the incident" that led them to the service industry.

Cyrus explains that he is a professional angler, typically placing first in all of the local tournaments, and has traveled the world to seek out its many challenges.

"I'm a rising star in an ocean of mindless talent."

Unfortunately, Cyrus's father has forced them into getting a job to repay a large quantity of gold Cyrus stole from him to buy brand new fishing equipment, which included the latest in angling technology, the Frost Rod.

Cyrus still owes 1,000 GP to his father before he is permitted to quit the Chillcone Stand. Should the party be willing to pay Cyrus, he will immediately be freed of his debt and will rush to pay his father back.

Otherwise, Cyrus will inform the party of a rare gem called the Dazzling Diamond, which can be used to pay back his debt to his father. It exists somewhere on the beach, hidden by a rumored pirate of the coast. Unfortunately, they only have a mild "clue" of where to find such treasure in an old story that has been told over the decades along the coast.

"I rise and I fall to the moon's call, and only in low times do I lower my wall. Should you wish to find my treasures told, once under high water must you be bold. Scream to the watery depths my name, and one minute later will you have to claim. Only once in a blue moon can you try; I hope you succeed and don't gruesomely die."

An Intelligence (Investigation) Check (**DC 15**) can try to solve this clue from the information given by Cyrus.

- ***On Failure:*** The party can spend 1 hour scouring the beaches for other locals who might know more about the tale, and on a Wisdom (Survival) Check (**DC 15**), they can find someone who might be able to help them. If nothing succeeds, a local historian will have heard of their struggles and will offer his aid for 100 GP.

Regardless of how the party comes about this knowledge, the anglers are meant to walk into the Nearshore during low tide and allow themselves to be completely submerged at the next high tide. Once fully submerged underwater, they must call out "Tide" for the challenge to begin. If they fail, they cannot attempt the challenge again for 30 days.

GM's Notes: It is recommended to roll Initiative at the start of the challenge to help keep track of the timing, and you might consider using the following rules for this underwater encounter.

Anglers participating in the challenge will have 5 minutes to complete it, regardless of their ability to hold their breath. If 5 minutes pass and the challenge is failed, the party is magically teleported back to the beach, where they will be Unconscious until they are awoken by a passerby.

A treasure chest will magically appear floating in the water within 30 FT. of the party with a loud "ding", and a Wisdom (Perception) Check (**DC 15**) can find it with ease. Should they fail the Ability Check, the party can spend 10 seconds making additional Wisdom (Perception) Checks as many times as they like within the time limit.

Upon reaching the chest, anglers will find that it is locked with 5 special latches. Each latch takes an Action to open.

When opened, the chest will have The Dazzling Diamond, and 10d10 GP.

Any angler may begin swimming back to the surface (30 FT. above them). The challenge is successfully completed when the Dazzling Diamond is brought to the surface.

REWARD

Once presented with the Dazzling Diamond, Cyrus will be eternally grateful. They will immediately repay their father. Cyrus will reward the party with the Frost Rod he'd originally stolen the money for, wanting them to be rewarded as it was them who earned the money for it, and not him.

Coastal Fishing Tournament

While journeying through the coast, anglers will discover that the Annual Coastal Fishing Tournament will soon occur, sponsored by a governmental agency or fishing group that best suits your campaign.

Upon arriving at the tournament grounds, which takes place on a massive pier overlooking the ocean, anglers are introduced to the head judge, Pat (*they/them*), an avian humanoid with pelican-like features, who explains the tournament to the would be competitors.

Registration costs 50 GP per angler, and while anglers are responsible for bringing their own tools, basic Fishing Tackle is provided if a competitor needs a spare rod. The tournament starts at the rise of dawn and is open for 18 hours, at which point fish will be judged, and a fish fry will be held to mark the end of the competition.

3 Top Prizes are awarded for **Heaviest Fish**, **Tiniest Fish**, and the **Lunker** award.

The following rules are enforced during this tournament:

- To be submitted for judging, the fish must be alive, caught from the Coast, and caught during the tournament's 18-hour window.
- Any non-illegal Fishing Styles and Techniques are permitted. Contestants caught using illegal Fishing Styles or Techniques are disqualified.
- Any non-illegal fishing equipment is permitted. Contestants caught using illegal fishing equipment are disqualified.
- Violence against other competitors, fish, or the ecosystem is strictly prohibited, but competitors are allowed to aid or interfere with other contestants as seen fit. Competitors that harm or damage other competitors, fish, or the environment are disqualified.

You are free to choose the number of participants in this tournament, but for the purposes of this book, a total of 8 participants (including the anglers in the party) is recommended.

For NPC participants, you are free to build your own anglers from scratch or you can select Local Anglers that present themselves in this book, who have their own Fishing Styles provided as part of their stat blocks. For the appropriate challenge at this stage in the book, Local Anglers from the Plains, the Mountains, the Forests, or the Wetlands are recommended.

GM's Notes: If the party completed the Fruits of Labor quest, Cyrus Clum will be a guaranteed participant in this tournament, and grants the anglers Advantage on one Fishing Table Check made during the tournament as thanks for their help. If you did not run the Fruits of Labor quest or the party did not complete the quest, he sells Chillcones at 5 times their normal price (5 gp) during this event.

For the tournament, you may provide your anglers 3 opportunities to fish in any Fishing Table they wish, so long as the body of water is in the coastal region. Should a player want to use an illegal Fishing Style or Technique to fish, they must make a Dexterity (Stealth) Check (**DC 20**) on each attempt to hide from the judges.

You will follow the same pattern for the local anglers you selected to participate in the tournament, allowing each local angler 3 opportunities to fish.

Each angler participating in the tournament is allowed to submit one fish they catch from those 3 encounters to the judges.

REWARD

After all of the fish have been submitted, award prizes based on the following categories:

- **Heaviest Fish:** The angler who caught the fish with the most weight is awarded 500 GP and receives a Gravity Hook.
- **Tiniest Fish:** The angler who caught the fish with the smallest weight is rewarded 500 GP.
- **Lunker Award:** The angler that catches the highest level fish during the tournament is awarded 500 GP, and will have a painted portrait of them forever emblazoned in a local tavern or inn.

In the event of ties, anglers can either choose to split the prize money (which would include the Market Value of the item they would have received) or they can try and fish again for one additional round for a decisive victor to be declared.

While optional, you can also consider rolling on the Fishing Tournament Event Table for each attempt that your players make during the tournament.

FISHING TOURNAMENT EVENT TABLE

d20	EVENT	EFFECT
1-2	Sabotage	The angler's fishing efforts have been sabotaged by a fellow competitor! Make a Wisdom (Perception) Check (DC 15). ***On Failure:*** The angler's Fishing Table Roll and Fishing Check are made at Disadvantage this round.
3-4	Inconsiderate Children	Noisy children run up to the angler while fishing and are play-fighting with wooden swords, which begin to spook the fish. The angler has a -2 penalty to their Fishing Table Roll this round.
5-6	Wayward Magic	A stray bolt of lightning comes out of the sky from an apprentice wizard practicing their latest spell, which strikes the fish the angler just reeled in, killing it on the spot.
7-8	Hecklers	An irritating member of the tournament audience begins to backseat the angler's Fishing Style and offer "advice." Make a Wisdom Saving Throw (DC 14). ***On Failure:*** The angler suffers a -1 penalty to their Fishing Check this round.
9-12	All Quiet	The pier is quiet, and everyone is focused on the task at hand. Nothing happens during this round.
13-14	Applause	The tournament's audience begins cheering on the competitors, wishing them the best in all they do. Make a Charisma Saving Throw (DC 14). ***On Success:*** The angler gains a +1 bonus to their Fishing Check this round.
15-16	Fish Whisperer	A local siren begins singing around the contestants to help aid tournament goers. Fish clamor to the angler's rod and reel, giving them one additional opportunity (4 instead of 3) to fish in the competition. (You can only benefit from Fish Whisperer once per tournament).
17-18	Helpful Audience	An audience gathers around the angler during their fishing attempt and does everything in their power to keep everyone silent and respectful. You gain a +2 bonus to your Fishing Table Roll.
19-20	Friendly Tips	One of the angler's fellow competitors offers a handy tip for fishing in the region they hadn't thought of before. Make a Wisdom (Survival) Check (DC 15) to see if you can implement it. ***On Success:*** The angler may roll their Fishing Table Roll and Fishing Check at Advantage.

Explosive Temper

While meandering around the beach, the party may come across a family of cavis enjoying a day on the beach. With a Passive Perception of 15 or higher, any angler can overhear a heated conversation between Dyna Might and a local gathering of the beach guard. The guards are inspecting her fishing gear, their beach supplies, and even her children's bucket and toys without much care. Through their rough handling of the area, they accidentally knock down Boom and Bang's sand castles, bringing them to tears and resulting in their mother exploding angrily at the guards.

Should the party wish to intervene, they can attempt a Charisma (Persuasion) Check (**DC 15**) to calm everyone down.

- ***On Success:*** Dyna keeps her cool, and the beach guard apologizes to the children and leaves, but still gives Dyna a dirty look.
- ***On Failure:*** Dyna says some choice words and earns herself a 5 GP fine for disturbing the peace, and the beach guard tells the party to stay out of the way.

Dyna thanks the party regardless for intervening on behalf of her children, and, if asked, will explain the situation.

In her "stupid as a rock" youth, as she claims, Dyna was a prominent Bomb Fisher due to her skills in tinkering and alchemy. She was well regarded as a talented inventor and bombsmith. Unfortunately, through her actions, she ended up accidentally destroying a historic coral reef along this very beach due to a miscalculation on the strength of one of her bombs and spent 5 years in prison. When she got out, she renounced her ways, met her husband, and started a family.

Unfortunately, she (and by extension, her family and children) is universally hated by the locals and harassed every time they go fishing. She explains that while she could more than weather the storm of insults herself, it's not fair for her kids to suffer for her sins and that they deserve to have a chance to love fishing as much as she did.

The coastal guards always give her a difficult time, especially now as many groups are trying to research how to restore the destroyed coral reef to its once beautiful form.

Should the party offer to help, Dyna will be beside herself with joy and will hand one of the anglers a SeaCentaur Mine (PG. 159), which she had hidden in her Purse of Holding. She explains that if the party can drop this mine onto the coral reef, it can easily undo all the damage she had done and bring back all the aquatic life.

A Wisdom (Insight) Check (**DC 15**) can confirm that she is telling the truth, and an Intelligence Check (**DC 15**) can confirm that the bomb is going to work as she intends it to.

The party can spend half a day traveling to the location she describes, which is a cove at the far end of the beach. Upon arrival, they will discover that the beaches next to the reef are teeming with coastal guards and druids, with most of the area cordoned off.

The anglers must drop the SeaCentaur Mine into the water near the coral reef to complete this quest.

Any angler can attempt a Dexterity (Stealth) Check (**DC 15**) to sneak to the reef to drop the bomb in.

Alternatively, they may also attempt a Charisma (Persuasion) Check (**DC 15**) to convince the coastal guards or druids they have a solution to the reef's problems.

However, if at any point the anglers mention Dyna or her Bomb, any rolls the party makes with the coastal guard are made at a -5 penalty.

Should any of the plans fail or if words become heated, the coastal guards will attempt to arrest the party for disturbing the coral reef and escort them off the premises.

GM's Notes: You are free to create custom stat blocks for the coastal guards or just use the Guard Stat Block from the SRD 5.1. These Guards will have double the Hit Points, and can use a Multiattack - attacking twice with their spear. Suggested to use a number of Guards equal to the number of members in the party.

If the coastal guards are defeated, the party may safely detonate the mine to repair the reef.

On a successful mission, the bomb detonates, releasing an explosion of SeaCentaur eggs and healthy aquatic flora. Over the next 24 hours, the coral reef will be repaired and restored to its former glory through arcane means.

Should the party mention it was Dyna who created the bomb that saved the reef, word will quickly spread, and her reputation along the coast will slowly recover.

If the quest is failed, Dyna and her family leave the beach upon hearing about the failure. They can be re-encountered again after a month to retry the quest.

REWARD

Dyna will open her explosives shop to the party at a 20% discount. She also gives the party 5 Elemental Bombs (Ice) (PG. 164) and 100 GP.

SHOPS

Coastal Survival Shop

A small bait and tackle shop on the pier is run by a boisterous gnome named Grant Gallop (*he/they*), who is decked out in the latest fishing gear (which appears to have been never used). When asked about the intricacies of fishing, it becomes apparent that they know little about the topic, but knows how to make money. In addition to standard fishing supplies, equipment, and mundane items, Grant also sells the following specialty items.

COASTAL SURVIVAL SHOP (10% MARK UP)

ITEM	PAGE	COST
Frost Rod	PG. 148	1,100 GP
Fishing Stilts, +1	PG. 147	440 GP
Surf Fishing Tackle, +1	PG. 151	440 GP
Snorkel Gear	PG. 151	11 GP
Gravity Iron Boots	PG. 174	4,400 GP

Dyna Mite's Blast Shop

Operating out of her Purse of Holding out of the purview of the coastal guard, Dyna makes good use of her skills as a tinkerer and alchemist, offering a selection of explosives that might help an adventurer down the line.

DYNA MITE'S BLAST SHOP (10% MARK UP)

ITEM	PAGE	COST
SeaCentaur Mine	PG. 159	4,400 GP
Elemental Bomb	PG. 164	165 GP

COASTS CATCH TABLE

NEARSHORE FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Sea Centaur	PG. 98	4	14	1	1	110 xp	20 GP
56-65	Jesterfish	PG. 82	5	15	1	1	180 xp	40 GP
66-75	Forget-Me-Fish	PG. 76	6	16	1	1	230 xp	60 GP
76-80	Spikefish	PG. 101	7	17	1	1	290 xp	100 GP
81-85	Solar Snapper	PG. 100	8	18	3	2	585 xp	240 GP
86-90	Fire Flounder	PG. 75	9	19	3	2	750 xp	390 GP
91-95	Typhoon Shark	PG. 106	10	20	3	2	885 xp	510 GP
96-100	Greater Void Shark	PG. 79	11	21	5	3	1440 xp	960 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

COVE FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Tinytail Trevally	PG. 105	4	14	1	1	110 xp	20 GP
56-65	Kelpiephin	PG. 83	5	15	1	1	180 xp	40 GP
66-75	Spicesquid	PG. 101	6	16	1	1	230 xp	60 GP
76-80	Greenknight Ray	PG. 80	7	17	3	2	435 xp	150 GP
81-85	Bladejaw	PG. 58	8	18	3	2	585 xp	240 GP
86-90	Death Bramble Eel	PG. 68	9	19	2	2	1000 xp	520 GP
91-95	Moon Marlin	PG. 87	10	20	2	2	1180 xp	680 GP
96-100	Nowei-Nowei	PG. 89	11	21	4	3	1800 xp	1200 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

BEACH FISHING

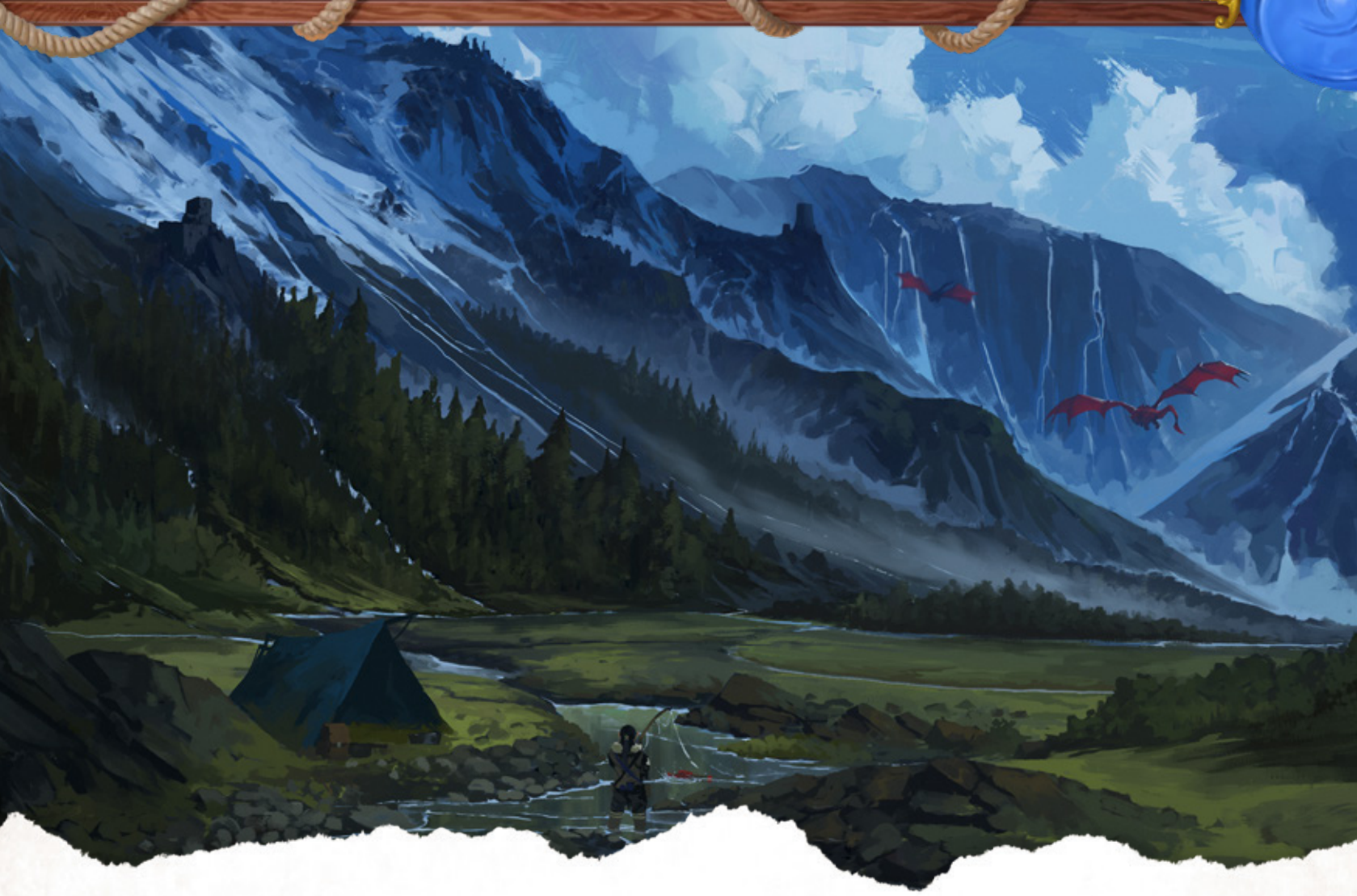
d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-65	Kingcrab	PG. 83	6	16	1	1	230 xp	60 GP
66-85	Screaming Scallop	PG. 97	7	17	3	2	435 xp	150 GP
86-100	Grimm Oyster	PG. 80	8	18	5	3	780 xp	320 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

COASTS CATCH TABLE

COAST JUNK TABLE

d100	CAUGHT	PAGE
01-02	Detachable Hook-Arm	PG. 117
03-04	Broken Spear	PG. 114
05-06	Elemental Bomb (Dud)	PG. 118
07-08	Bag of Marbles	PG. 111
09-10	Ocean Drilled Shell	PG. 127
11-12	Terror Spectacles	PG. 136
13-14	Coral Fragment (Pink)	PG. 116
15-16	Wizard Class Ring	PG. 139
17-18	Spool of Thread	PG. 134
19-20	Jellyslime	PG. 124
21-22	Noblewoman's Perfume	PG. 127
23-24	Broken Alarm Clock	PG. 113
25-26	Golden Needle	PG. 122
27-28	Black Flag	PG. 112
29-30	Deflated Beach Ball	PG. 117
31-32	Leather Belt	PG. 125
33-34	Hand Crossbow	SRD 5.1
35-36	Snorkel Gear	PG. 150
37-38	Shark Tooth	PG. 132
39-40	Carved Driftwood	PG. 114
41-42	Broken Toy Soldier	PG. 114
43-44	Leather Glove	PG. 125
45-46	Jar of Buttons	PG. 124
47-48	Small Sandal	PG. 134
49-50	Empty Dragon Whiskey Bottle	PG. 119

d100	CAUGHT	PAGE
51-52	Divorce Papers	PG. 118
53-54	Jokebook	PG. 124
55-56	Fossil	PG. 121
57-58	Coral Charm	PG. 116
59-60	Urn	PG. 138
61-62	Empty Cooling Oil	PG. 119
63-64	Chain-Link Rings	PG. 115
65-66	Silver Ring	PG. 133
67-68	Leather Bracer	PG. 125
69-70	Silver Candelabra	PG. 133
71-72	Carved Wooden Sheep	PG. 114
73-74	Outhouse	PG. 128
75-76	Crystal Ball of Memories	PG. 116
77-78	Leather Messenger Bag	PG. 125
79-80	Trident	SRD 5.1
81-82	Elemental Bomb	PG. 163
83-84	Snapped Paintbrush	PG. 134
85-86	Leather Coin Purse	PG. 125
87-88	Greatclub	SRD 5.1
89-90	Longboard	PG. 126
91-92	Potion of Greater Healing	SRD 5.1
93-94	Black Leather Book	PG. 112
95-96	Happy Crab	PG. 123
97-98	Golden Bell	PG. 122
99-100	Message in a Bottle	PG. 126



MOUNTAINS

"From the bitter cold of the icy peaks to the steam and sweltering heat of volcanic springs, nothing is more bracing than a trip to the mountains! Bring your best fishing pole and your closest friends, and if someone yells 'Dragon,' be ready to dive for cover at a moment's notice."

- Angler's Travel Guide, 2nd Edition

After an angler's own local ponds and rivers, there is perhaps no location more fitting for a fishing trip than a hike up into the mountains. Such areas are remote, but not so alien as to be difficult for your average outdoors folk to navigate, and any angler worth their salt ought to pick up a few survival skills if they intend to visit more dangerous regions in the future. On top of that, many rivers begin here and serve as breeding grounds for a significant number of fish during the proper season. As such, the fish are plentiful and well worth catching, albeit at the risk of a bit of competition from the local wildlife.

Such wildlife can be something of a concern, especially on taller mountain peaks and in ranges further from bustling cities. Anglers of levels 5-10 shouldn't encounter anything they can't handle on the average excursion, but there's nothing wrong with a bit of caution. The forests at a mountain's base can hide many dangers, and caves are often home to some of the region's nastier residents.

Whether a visitor's primary motivation in visiting the mountains is fishing or hunting some of those aforementioned residents, there will be no shortage of opportunities. Ranges and individual peaks can be found just about anywhere in the world, bordering all manner of biomes, within so-called civilized regions, and out in the deepest reaches of nowhere. No matter an angler's level of skill or place in the world, it's hard to be too far from a mountain vacation.

GEOGRAPHY

Mountain Rivers

Tumbling down the slopes and often forming breathtaking waterfalls, mountain rivers make for excellent fishing locations. Though generally a bit on the shallow side, they are usually deepest where they are slowest, making fishing conditions ideal in the sections that are also the safest to traverse.

When spring arrives and rivers swell with snowmelt from the peaks, the danger of being swept away increases significantly. However, the increased size of the rivers also tends to mean a greater capacity for fish, making it easier to get a catch as they compete for whatever food they can find in the swift current. This also tends to be when migratory fish head upriver to spawn, making whatever you do catch all the more likely to be fully grown and well-fed.

The inhabitants of mountain rivers tend to be the heftier specimens in the area, as it takes a fair amount of power to fight against the currents in the first place. This can make it a bit trickier to hang onto a catch, but at least anglers can be relatively certain that anything they manage to haul ashore will be worth the effort.

Mountain Lakes

The average mountain lake is the archetypical fishing location, a wide expanse of calm water with some of the most picturesque views imaginable. On a day with clear weather, no predators, and a good group of fellow anglers, it would be hard to imagine a better place to spend a day.

Lakes generally have a more static population than rivers, as in the drier months, they remain deep enough to sustain the largest fish, and they lack the powerful currents that would keep away smaller specimens. Even in the smaller lakes higher up the mountainsides, what keeps lakes stocked in the first place is the steady ecosystem that lives within the lake year-round, keeping the plant life in check and the local predators fed.

Unlike rivers, where the larger fish are there because they are big and strong enough to fight the current in their journey upstream, the behemoths of a lake attain their terrible size by being too smart, too dangerous, and too successful to be removed. Whether they're adept at hiding in the depths and feeding from the lake-bed mud or successfully fighting against everything that tried to eat them before this point, the lake's behemoths have earned their place. It will take a determined angler to unseat these aquatic kings from their thrones.

Hot Springs

A steaming hot spring is not likely to be the first place anglers would check for fish, but the natural magic of the mountains can have surprising results. Before settling in for a relaxing dip in the bubbling mineral pools of a volcanic mountain, it may be worth checking for any unexpected wildlife. The arcane properties that allow them to survive the heat could make it very much worth an angler's while.

As most hot springs are closed environments, fed by rain or minor springs and emptied by the clouds of steam generated by their heat, a very limited selection of creatures live in their waters. It can be important to fish carefully here, so as not to render the local populations unsustainable.

The few creatures that manage to live in the extreme heat of the springs typically feed on the unique mosses and lichens that also thrive in that environment. However, a rare few also become infused with ambient wild magics or rare minerals, and some of these seem to live off the heat of the springs itself, becoming something closer to an elemental than a living creature.

DANGERS

As with most remote locations, the mountains are really only as dangerous as a traveler makes them. By sticking to established paths and lower elevations, many of these dangers can be alleviated if not outright avoided. But of course, the established paths and lower elevations aren't where the rare catches will be found. Inevitably, anglers are drawn upward to the peaks and lost valleys where the greatest fishing spots are to be found, if only they are willing to risk it all.

Difficult Terrain. From falling rocks to avalanches, crumbling pathways to volcanic fissures, mountains may lie dormant for eons, but it only takes a few moments of terrifying activity for a fishing trip to end in tragedy. It's important for anglers to be aware of the environment the further up a mountain they travel. The further an angler gets from the well-traveled road, the more likely it is that weather and time will have left a region in a precarious state. Caution is key when traversing an uncharted section of an unknown landscape.

Wildlife. In terrain as precarious as the mountains, it's not merely the predatory animals that anglers need to watch out for. Surly goats and otherwise peaceful birds protecting their nests can be just as dangerous as any bear or mountain lion when a single misplaced step can mean a 50 ft. fall onto jagged rocks. In the furthest reaches of the world, magical beasts can take these dangers to a whole new level. Bringing along extra climbing gear and someone with knowledge of Feather Fall is never a bad idea.

Wild Magic. On the fringes of the known world, magic is said to arc through the sky in fantastical displays at night. While this is undoubtedly beautiful to witness, it can have much more harrowing results when viewed up close. Plants, animals, and even the terrain itself can sometimes become twisted by this raw arcane power, creating unexpected and inexplicable hurdles in the midst of an otherwise mundane trail. The actual magical events are thankfully quite rare, but the effects they leave behind may linger for as long as the mountains themselves.

Dragons. The quintessential mountain threat, dragons are a perpetual concern to anyone who might be trekking through cave-riddled peaks. Red dragons in particular frequent such areas, favoring the volcanic activity as a heat source for their lairs, and younger individuals will frequently prowl their territory in search of food. Fish being pulled from the nearby lakes and rivers without any effort on their part can be especially tempting, and if the dragon is large enough, they may serve as a wonderful appetizer for a main course of angler flambé.

SEASONS & WEATHER

Mountains have a unique relationship with the weather. Each range or peak heavily affects, and is affected by, the climate of their neighboring regions.

Spring and Summer

The wetter and warmer seasons are usually the most comfortable time to visit the mountains for fishing. Snowmelt from the winter will have water levels high and various fish species will be coming out of hibernation or returning to the area after migrating to warmer climates. Of course, many of the fish's natural predators will also be waking up around this time of year, so pleasant weather is no reason for anglers to let down their guard.

Spring will see the bulk of the warm months' rainfall, and the rising temperatures will melt the snow and ice from winter, which brings humidity back into the air. Depending on the local climate, this may mean gentle showers or absolute deluges, so it will be important for anglers to keep an eye on the skies. Even with the lightest rain, spring also brings the threat of thunderstorms, which tend to scare off fish even though it's not an outright threat to the unwary angler.

Once summer arrives, dry thunderstorms become more common, which are far more likely to endanger the lives of anyone in the area. Forest fires in the lower reaches are a natural part of a forest's cycle, but that doesn't make them any less deadly to anyone caught in one. For those above the treeline, dry conditions generally mean that armor-clad adventurers are potential targets for lightning strikes.

The swelling of lakes and rivers during these seasons means they also serve as the prelude to the spawning season for local fish populations. The deeper waters and warmer temperatures allow grazing fish to grow fat, and this good fortune ripples up the food chain to predators and anglers alike.

Autumn and Winter

As the weather on the lower reaches of the mountains gets wetter and colder once again, it can become more difficult to safely fish in the same places as during the warmer months. Fog and heavy precipitation can easily lead to getting lost or making a deadly misstep, and snowfall exacerbates the ever-present threat of avalanches, not to mention the inherent danger of the extreme cold. Thankfully, these are the worst-case scenarios. On an average day, with proper planning and preparation, the worst it might get is chilly and uncomfortable.

Autumn is a time of heavy rainfall and a lot of overcast days around the bases of most mountains in temperate regions. Higher up on the peaks, 'overcast' can translate into dense fog as it's possible to enter the lower reaches of cloud cover. In these wet and chilly conditions, it's easy to become soaked to the bone without a drop of rain, as the humidity in the air slowly permeates everything it can. Towards the end of the season, this can be particularly dangerous as the looming cold of winter turns 'soaked' into 'frozen.'

When winter arrives, snow and sleet become more common than rain, though the skies won't often get much clearer. Worse, overcast conditions can make it difficult for the untrained eye to spot oncoming storms as easily as during clearer skies. In autumn, this might mean unexpected rain, but in the dead of winter, such surprise storms can become white-out conditions in very little time at all.

Fish will generally hibernate or migrate to warmer climates during these seasons. Using the energy gained during the months of plenty, they hide beneath the ice or follow rivers to the sea before it has time to form. Fishing is certainly still possible for those with the will and the tools to try, but pickings may be slimmer.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Mudslide	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Intense rainfall	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Thunderstorm	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Late snow	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Mountain breeze	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Scattered clouds	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Drizzle	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunshine	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Rock slide/Volcanic activity	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Dry thunderstorm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Heat wave	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Minor earthquakes	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Overcast	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Warm rain	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Scattered clouds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunshowers	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Cold snap	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Thundersleet	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Lingering fog	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Heavy rain	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Rolling showers	Neutral	No Effect
66-79	Fair weather	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Overcast	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Low clouds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Drizzle	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Avalanche	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Blizzard	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Freezing rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Thundersnow	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Hail	Neutral	No Effect
66-79	Biting wind	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Fair weather	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Overcast	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunshine	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

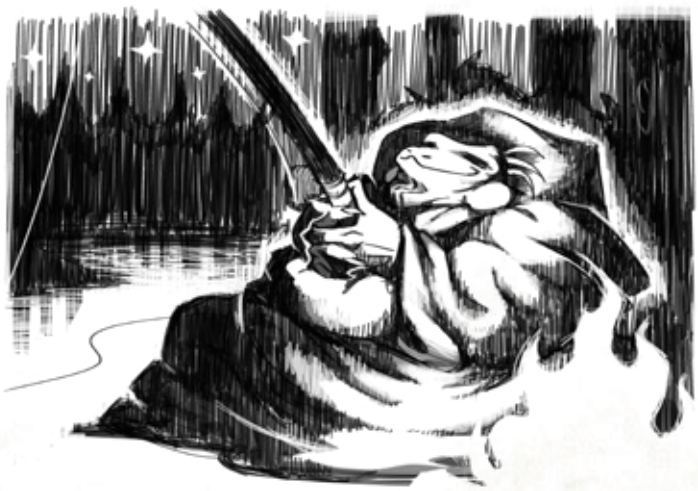
LOCAL ANGLERS

Redthroat

When angling out in the mountain lakes, the party may spot a campfire off in the distance. Venturing closer, they'll see a lone burly figure nestled comfortably in a makeshift nest of blankets. A snout of green scales and golden-slitted eyes poke out from the cozy bundle, with clawed hands loosely gripping a fishing pole.

As the party approaches, the figure will remove the blankets to greet their newfound company, revealing a heavily scarred lizardfolk underneath. Their primarily green scales are peppered with orange stripes, with old marks of battle trailing under their tattered linen clothes. With a rough snort, they proudly introduce themselves as Redthroat (*they/them*), so nicknamed for the bright red coloration of their dewlap. In their youth, they were a fierce warrior who battled all manner of beasts, many of whom left their marks on Redthroat's scales. But when they were forced to rest after injuries dealt to them by a particularly fearsome foe, Redthroat took up fishing to pass the time. They found it soothing and quickly came to prefer it to the stressful and danger-filled life they led previously.

Ever since they retired from the warrior's way of life, Redthroat has become mostly nomadic, traversing up and down the mountains in search of ever-bigger and ever-tastier fish. They can initially be gruff to those who impose on the peaceful silence they'd been enjoying, but an offering of food or drink easily wins Redthroat over, after which they will happily regale their history of battle and honor. When asked why Redthroat is in such a cold environment despite being cold-blooded, they laugh and reply that the fish will never expect it!



REDTHROAT

MEDIUM HUMANOID (LIZARDFOLK), NEUTRAL

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	10 (+0)	20 (+5)	8 (-1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Perception +7, Stealth +3, Survival +7
Senses Passive Perception 17
Languages Common, Draconic

Challenge 2 (450 XP) **Proficiency Bonus** +2

ABILITIES

Hold Breath. Redthroat can hold their breath for 15 minutes.

Dueling. When Redthroat is wielding a melee weapon in one hand and no other weapons, Redthroat gains a +2 bonus to Damage Rolls with that weapon.

Action Surge (1/Any Rest). On Redthroat's turn, they can take one additional Action.

ACTIONS

Multiattack. Redthroat makes 2 Bite attacks.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) Piercing Damage.

FISHING TECHNIQUES

Still Fishing Style. Redthroat uses their Wisdom Modifier when making Fishing Checks.

Pole

The party may encounter a fishing pole planted in the ground near a sizeable tackle box, seemingly left by an angler to catch fish while they attend to other business. In the world of fishing, it's generally considered bad manners to disturb another angler's gear. However, for this specific setup, the concern runs deeper than mere common decency. This lone fishing pole is not, in fact, owned by any angler. It *is* the angler.

Pole (*they/them*) is a mimic who has abandoned the business of trapping and eating humans in favor of fishing. They've found fishing to be a much simpler and happier life than lurking in some dank dungeon. In the local community, they're a bit of an open secret - although they try to keep their presence unseen. Pole is particularly shy, conscious of a mimic's terrible reputation amongst adventurers. Thus, they wait until the dead of night to trade their catches by leaving them on the doorsteps of shops, along with a note of their desired exchange. Although this arrangement is a bit unusual, the nearby community is happy to accept their local fishing mystery. Many town residents leave Pole little gifts in an effort to get them to open up, which is slowly but surely succeeding. Nearly everyone is hoping for the town's mysterious friend to be comfortable enough to come to town when the next spring festival rolls around.

Pole has a cozy cave near a local spring, which they've decorated with numerous trinkets and baubles, often junk they pulled from the water or gifts from the townsfolk. These things have little value, but Pole finds them pretty and will happily trade fish for new additions to their collection.

POLE

MEDIUM MONSTROSITY (SHAPECHANGER), NEUTRAL GOOD

Armor Class 15 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	8 (-1)	17 (+3)	8 (-1)

Skills Stealth +5
Damage Immunities Acid
Condition Immunities Prone
Senses Darkvision 60 ft., Passive Perception 13
Languages Common

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ABILITIES

Shapechanger. Pole can use their Action to polymorph into an object or back into their true, amorphous form. Their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their true form if they die.

Adhesive Hook. Pole adheres to anything that touches their hook. A Huge or smaller size creature adhered to Pole's hook is also Grappled by it (escape **DC 15**). Ability Checks made to escape this Grapple have Disadvantage.

False Appearance (Fishing Pole). While Pole remains motionless, they are indistinguishable from an ordinary fishing pole.

Grappler. Pole has Advantage on Attack Rolls against any creature Grappled by them.

ACTIONS

Multiattack. Pole makes 2 Pseudopod Hook attacks. They can replace any of their attacks with a Bite attack.

Pseudopod Hook. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit*: 7 (1d8 + 3) Bludgeoning Damage. The target is subjected to Pole's Adhesive trait.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) Piercing Damage plus 4 (1d8) Acid Damage.

FISHING STYLES & TECHNIQUES

Still Fishing Style. Pole uses their Wisdom Modifier when making Fishing Checks.

QUEST HOOKS

A Friendly Invitation

Locals have been trying to get Pole to open up enough to come to town for an upcoming festival but so far have made little progress with the shy mimic. They'll ask the party to try and make an offer in their stead, suggesting that since they like fish you can offer some as a gift.

Finding Pole requires a Wisdom (Perception) Check (**DC 15**) each day, as they regularly change their fishing spot. Once located, an offering of fish and friendship can be made. Any offering of a Level 10 Fish or higher will be accepted without a Check, while fish Level 5 and above will be accepted with a Charisma (Persuasion) Check (**DC 20**) to assure them of your friendliness.

- ***On Success:*** Pole will open up and speak with the anglers, coming to view them as trustworthy. The party may then attempt a Charisma (Persuasion) Check (**DC 15**) to convince them to attend the festival. If they succeed, a cheerful Pole can later be seen around town with their new friends.
- ***On Failure:*** Pole will feel hesitant at the thought, promise to think about it, and then fall silent. The party may find Pole another day following the same steps and attempt to convince them again. The DC for the Charisma (Persuasion) Check reduces by 2 with each subsequent attempt.

REWARD

Pole thanks the anglers for persuading them to attend the festival, rewarding the party with their recently acquired treasures. The treasures are random junk that they've acquired by fishing. The party may roll a total of 3 times on the Mountain Junk Table.

Hot Spring Spices

When fishing out in the mountain lake, the party may encounter a disappointed Redthroat grumbling to themselves. If asked about their sullen mood, Redthroat will explain that they primarily came to this area to visit a specific nearby hot spring. The water is just the right temperature to warm their body, providing relief from the cool mountain air and soothing the old battle scars littered on their scales.

However, Redthroat reveals that a particularly disagreeable dragonborn has recently taken up residence next to the hot spring in question and is claiming ownership of the area. The dragonborn denies anyone access to the hot spring unless they pay an exorbitant fee. The party can offer to approach the dragonborn on Redthroat's behalf to find a solution, and Redthroat will accept. They will then give the party directions to the hot spring, which they can spend 1 hour traveling to.

Upon arrival, the party will see the hot spring crudely roped off, save for the area just next to what appears to be a handmade shack. As Redthroat described, a very imposing-looking dragonborn named Algreth (*he/him*) is standing near the entrance. He will confront the party and immediately insist that they pay a toll of 1,000 GP to take a dip in his hot spring.

An angler can attempt to negotiate with Algreth with a Charisma (Persuasion or Intimidation) Check (**DC 15**).

- ***On Failure:*** Algreth will stand his ground, and the party will have to try again in 24 hours.
- ***On Success:*** Algreth will reveal that the reason he's monopolized the hot spring is to catch the Phoenixfish (PG. 92) he's seen swimming in it. His restaurant in the nearby town has been a complete failure, and he is thoroughly convinced that the spicy water boiled from the fish's heat, as well as its fiery beauty, will be enough to revive his culinary career.

Algreth proceeds to strike a deal with the party: If they can catch the Phoenixfish for him, he will willingly leave the area and return to town. If the party accepts, Algreth allows them passage and proceeds to watch their progress from his shack.

Once an angler has successfully caught a Phoenixfish, they may present it to Algreth, who is thrilled to have his new restaurant mascot. He quickly puts it into a heat-proof container, thanks the party, and, true to his word, will immediately vacate the area to return to town.

The next day, if the party returns to town, they can find Algreth running his new restaurant, "Dragonfire Soups," which specializes in spicy fish soup flavored by the Phoenixfish's boiled water. The fish is well cared for in its new aquarium home, acting as the "Dragonfire" mascot for the restaurant, which the patrons seem to love.

REWARD

When the party returns to Redthroat and notifies them of their success, Redthroat will be grateful for their help. They give the party a Fishing Tackle, +1 (PG. 147), and 10 Environmental Bait (Mountains) (PG. 154).

In addition, Algreth - thankful for his new mascot and thriving business - will sell Dragonfire Soup (PG. 155) to the anglers at half Market Value.

The Redblue Lunker

During the party's time in the mountains, they will likely have heard multiple people talk about the elusive Redblue Bass Lunker. Its name is something of a joke, even to those who believe it truly exists. As it seemingly appears different to everyone who sees it, what may be a red fish to one angler is a blue fish to another, and so it is a living paradox. The local tavern owner has a running tab of bets on whether the creature exists.

While actively on this quest, the Redblue Bass on the Fishing Table becomes the Redblue Bass (Lunker) with the following stat block.

REDBLUE BASS (LUNKER)

SMALL BEAST

Weight	Catch DC
2d6+5 LBS. *(12* LBS.*)*	**20**

Level 10 (1,180 XP) **680 GP**

FISHING ENCOUNTER

Special Encounter. The Redblue Bass (Lunker) requires 3 successful Fishing Checks to catch, within 5 attempts.

If an angler successfully catches the Redblue Lunker, they may return it to the tavern in order to cash in those bets and reveal the truth of its existence to the town.

REWARD

The reward for proving its existence is a majority of the pot (with the tavern owner taking a small bit for themselves), 250 GP. The angler is also able to keep the fish.

GM's Notes: The true color of the Redblue Bass (Lunker) is left up to the GM - which can be determined randomly if they desire.

SHOPS

The Lowly Hoard General Goods

A rickety little structure built into a small cave near a natural spring, The Lowly Hoard nevertheless exudes a sense of comfort amid the harsh rock faces and biting winds of the mountain. Beyond the crudely carved dragons that flank the entrance, Skab the Kobold (*she/her*) sits behind the counter in constant anticipation of customers, a wide smile on her face. Though the structure itself is rather humble, the goods on sale are of excellent quality, and there is a surprising selection of items that must have been quite expensive to bring out this far. If asked about her sources, Skab will only reply, "The mountain provides."

The Lowly Hoard has access to all mundane adventuring supplies valued at 50 GP or lower in Market Value, as well as some specialized services and fishing gear. Skab will happily buy any edible fish the party may have in their possession at half Market Value.

THE LOWLY HOARD GENERAL GOODS (10% MARK UP)

ITEM	PAGE	COST
Weapon, +1 Service	SRD 5.1	440 GP
Fishing Tackle, +1	PG. 147	220 GP
Carving Blade, +1	PG. 145	220 GP
Enchanted Mounted Fish	PG. 173	220 GP
Hiking Boots	PG. 149	50 GP
Environmental Bait (Mountains)	PG. 154	10 GP
Environmental Bobber (Mountains)	PG. 154	100 GP

MOUNTAIN CATCH TABLE

MOUNTAIN LAKE FISHING

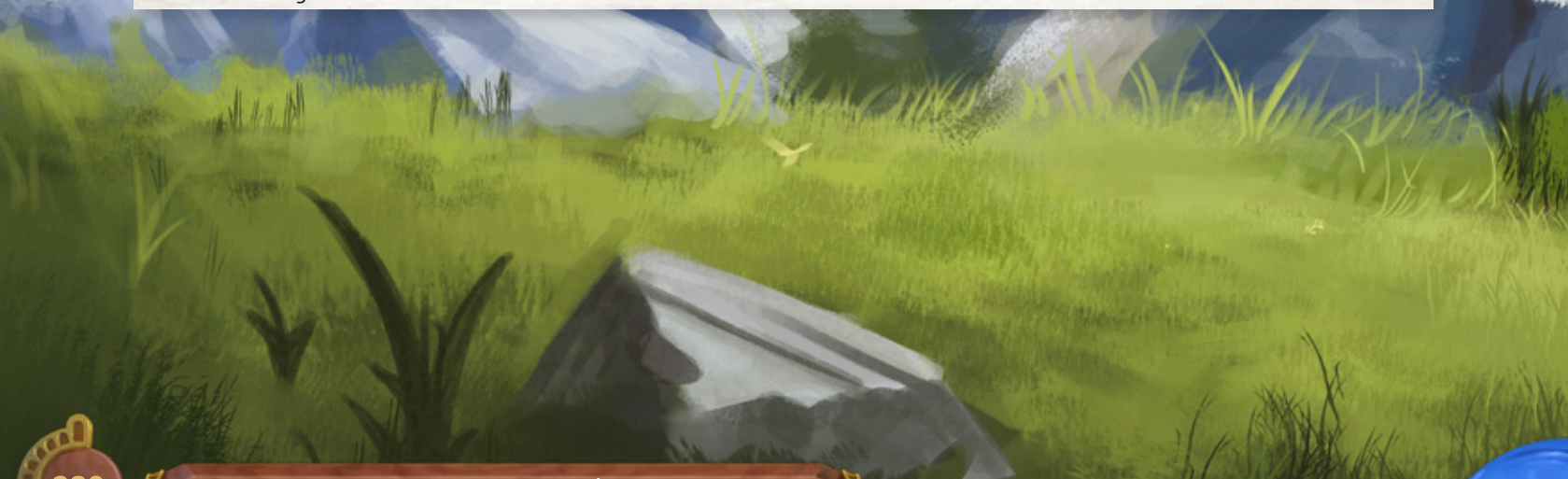
d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Barking Salmon	PG. 55	4	14	1	1	110 xp	20 GP
56-65	Powdered Prawn	PG. 92	5	15	1	1	180 xp	40 GP
66-75	Coinscale Sturgeon	PG. 65	6	16	1	1	230 xp	60 GP
76-80	Sovereign Snake	PG. 100	7	17	1	1	290 xp	100 GP
81-85	Dire Catfish	PG. 69	8	18	3	2	585 xp	240 GP
86-90	Ironside Gar	PG. 82	9	19	3	2	750 xp	390 GP
91-95	Redblue Bass	PG. 94	10	20	3	2	885 xp	510 GP
96-100	Blink Bass	PG. 59	11	21	5	3	1440 xp	960 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

MOUNTAIN RIVER FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Fur-bearing Trout	PG. 77	4	14	1	1	110 xp	20 GP
56-65	Crocofish	PG. 67	5	15	1	1	180 xp	40 GP
66-75	Titan Snapping Turtle	PG. 105	6	16	1	1	230 xp	60 GP
76-80	Snapping Minnow	PG. 99	7	17	3	2	435 xp	150 GP
81-85	Dollfish	PG. 70	8	18	3	2	585 xp	240 GP
86-90	Fortunefish	PG. 76	9	19	2	2	1000 xp	520 GP
91-95	Stream Serpent	PG. 103	10	20	2	2	1180 xp	680 GP
96-100	Eternal Coelacanth	PG. 72	11	21	4	3	1800 xp	1200 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

HOT SPRINGS FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-65	Boiling Salamander	PG. 60	6	16	1	1	230 xp	60 GP
66-85	Thermarces	PG. 105	7	17	3	2	435 xp	150 GP
86-100	Phoenixfish	PG. 92	8	18	5	3	780 xp	320 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A



MOUNTAIN CATCH TABLE

MOUNTAIN JUNK TABLE

d100	CAUGHT	PAGE
01-02	Fish Algae	PG. 120
03-04	Snapped Fishing Pole	PG. 134
05-06	Wad of Trout Fur	PG. 138
07-08	Longsword Hilt (Rusted)	PG. 126
09-10	Waterlogged Book	PG. 139
11-12	Giant's Spoon	PG. 122
13-14	Sodden Blanket	PG. 134
15-16	Facestone	PG. 119
17-18	Fish Hook (Magical)	PG. 120
19-20	Wall Plaque	PG. 138
21-22	Chair	PG. 115
23-24	Poppet	PG. 129
25-26	Satchel	PG. 132
27-28	Wine Cask	PG. 139
29-30	Hand Mirror	PG. 123
31-32	Fish Mask	PG. 120
33-34	Handaxe	SRD 5.1
35-36	Pot Lid	PG. 129
37-38	Portrait Frame	PG. 129
39-40	Barrel Hoops	PG. 111
41-42	Treasure Chest (Mountain)	PG. 137
43-44	Fey's Necklace	PG. 120
45-46	Wooden Dragon	PG. 139
47-48	Strange Sketch	PG. 135
49-50	Time-Proof Clock	PG. 136

d100	CAUGHT	PAGE
51-52	Jigsaw Puzzle	PG. 124
53-54	Fancy Coat	PG. 120
55-56	Trophy (Fencing)	PG. 137
57-58	Old Atlas	PG. 128
59-60	Formerly Fashionable Cloak	PG. 121
61-62	Stained Dagger	PG. 134
63-64	Clockwork Bird	PG. 115
65-66	Potion of Healing, Greater	SRD 5.1
67-68	Stone Tablet	PG. 135
69-70	Wedding Dress	PG. 139
71-72	Eel King	PG. 118
73-74	Dragon Scale (Red)	PG. 118
75-76	Climbing Pitons and 25 ft. of Rope	PG. 115
77-78	Environmental Bait (Mountains) x5	PG. 153
79-80	War Pick	SRD 5.1
81-82	Sodden Spellbook	PG. 134
83-84	Hiking Boots	PG. 148
85-86	Hot Spring Flyer	PG. 123
87-88	Butterfly Brooch	PG. 114
89-90	Shard of Eternal Ice	PG. 132
91-92	Bird	PG. 112
93-94	Cracked Glass Vial (Purple Fluid)	PG. 116
95-96	Heart of the Mountain	PG. 123
97-98	Bag of Fish Scales	PG. 111
99-100	Dragon Figurine	PG. 118

WETLANDS

"The most important thing you gotta remember out here is this: You ain't the only thing huntin' these waters, and you sure as sin ain't the biggest."

- Ol' Granny Ridgeback

Swamps and other wetlands are often teeming with aquatic life, so long as an angler knows how and when to look. Some of the largest and most dangerous fish that can be found in inland waters call flooded forests and algae-filled marshlands their home. Unfortunately, this also holds true for the sorts of beasties that hunt those dangerous fish.

Fishing in the wetlands is not for the faint of heart and is recommended for anglers ranging from Levels 5-10. Immense carnivores who are well-adapted for camouflage within the reeds and opaque waters can get the drop on even the most watchful of anglers, and the high density of plant life can cause a great deal of trouble when attempting to reel in a particularly feisty catch.

Most wetlands flood seasonally, making their windows of opportunity for fishing rather small compared to other regions. Fish come and go with the tides and seasonal influx from rivers, often using wetlands as spawning grounds and a place to grow fat before moving on to larger lakes or the open ocean. Those few that stick around when the waters get low and prey is harder to find are bound to be the toughest of the tough.

Overgrowth can make this environment unfriendly to the typical tackle of an angler, making Spear Fishing and Rage Noodling far more common for the local fishing populations.

GEOGRAPHY

Forested Swamps

A swamp is characterized as any wetland with a significant number of trees in it, but some are more forested than others. These regions are more likely to remain flooded year-round, with the trees' roots holding the various banks and islands in place instead of dense grasses and other underbrush.

Forested swamps will typically need to be navigated by boat for those unable or unwilling to swim the placid waters themselves. The comparative lack of weeds and grasses means fishing with hook and line is far easier than in most other wetlands, but it also makes for worse sightlines and more places for dangerous creatures to lurk just behind the next fallen log or tangle of roots.

These regions are home to large numbers of bottom feeders and small schools of fish who are capable of using the roots of trees to avoid the dangers of the swamps. Their most magical residents are often predators themselves, taking advantage of uncontested ranges or muddy hiding places to grow large enough to threaten even seasoned anglers.

Shrub Swamps

Shrub swamps are transition points between more woody, forested swamps and marshes. As larger trees give way to grasses and herbs, the last few scattered about still serve to anchor the solid ground in place despite the constant, slow water flow through the region.

In some areas, layers of mulch and soil can float to the top of the water and sprout with grasses and shallow-root bushes, creating an illusion of flat, open ground that can give travelers a nasty shock if they're not careful where they step. This can make seemingly harmless terrain into something of a deathtrap for those who unaware of the nature of these particular wetlands.

Inland shrub swamps tend to be dryer throughout the year and are primarily home to amphibians and a few small fish species better used as bait than as a worthwhile catch for the average angler. Mangrove swamps serve as filters for the incoming tides and can be home to dozens of fish species of varying sizes during their flooding seasons. The arching root systems make for excellent shade from the sun and hiding places from predators.

Marshes

Marshes are the archetypical wetland. Wide expanses of grass, brush, and cattails only barely hiding stretches of algae-coated waters that rise and fall with some combination of local rivers, mountain snowmelt, and tides. While some fully drain away during parts of the year, others always retain at least some fishable water, and can swell in size to rival some lakes and inland seas when the flooding season arrives.

Most marshes feature enough solid, dry land that navigating between their pools isn't too difficult, requiring anglers only to avoid the thicker brush and the deeper mud while moving between fishing spots. Others can be more water than land, however, which might necessitate shallow-water boats or trained guides in order to avoid running afoul of the deeper sections and predator's dens.

Fish and amphibians of all sorts call marshes their home, not to mention insects, birds, and water-loving mammals. The difficulty in catching them tends to come from the dense plant growth tangling one's lines and the competition provided by larger carnivores hiding within the underbrush and just below the water's surface.

Dangers

For the lucky few, the local wetland might simply be a sodden marsh that floods every now and then and provides a welcome respite from the trials of their daily life. For everyone else, wetlands threaten the well-being of anglers and the availability of fish within their chosen fishing spots.

Difficult Terrain. The very terrain of many wetlands can be surprisingly treacherous. Tidal quicksand, thick mud, and deceptively deep pools are to be expected by most who enter such regions. Dense algae and other plant life can sometimes camouflage the surface of the water entirely, creating false floors that can be a deathtrap to the unaware and alone. Some solid ground might even turn out to be dangerously lively, as more than a few predators have learned to disguise themselves as unassuming dirt mounds and fallen logs.

Insect Swarms. Gnats, mosquitoes, and flies abound in wetland environments, which can be frustrating enough given the discomfort and potential for disease they carry with them. Their giant cousins are usually a more direct and terrifying threat, but even the normal variety can become more dangerous than usual when whipped into a frenzy by local magics. Perhaps a deadly curse or hermitic druid has turned what once might have been a background buzz into the ominous drone of hundreds of thousands of hungry wings.

Predators. Wetlands can be home to a truly unfortunate number of deadly carnivores that would like nothing more than to add an angler to their diet. Alligators, snapping turtles, venomous serpents, and pike can be dangerous enough before even factoring in their overgrown kin. Similarly, while they are less obvious threats, a significant number of giant toads and leeches make their homes in particularly deep waters that might otherwise seem perfect for fishing.

Bandits. While the local fauna might make some cutthroats think twice about setting up camp in the depths of a swamp, others see it as free security for their valuables. Outlaws familiar and comfortable with the area and its dangers won't hesitate to rob an unsuspecting traveler. Some of these bandits might even pose as fellow anglers, waiting for the perfect moment to strike.

Disease. Still water and insects are a nasty combination for those who aren't used to living around them, and especially those not used to the wilderness. The various blood-suckers that call some wetlands home can present problems to their victims long after they've had their meal and gone. Some more supernatural swamps and marshes may even bear disease-like curses due to their sordid pasts, spread by their denizens to those unfortunate enough to cross their path.

Undead. Being as dangerous as they are, plenty of folks go missing in wetlands every year. Some who disappear don't take too kindly to being forgotten and manage to dredge themselves from the mud to inflict themselves upon the living. Others might simply be an ample source of supplies for necromancers or fiends who want to make themselves an army in a hurry. Whatever their source, wetlands seem to have an excess of the undead compared to most other natural environments of the world, and they're always happy to add to their number.

SEASONS & WEATHER

The weather in a given wetland depends heavily on the source of its flooding, but the majority follow a fairly similar formula: a drier summer and variable autumn give way to heavier precipitation in the winter and the life-giving floods of spring.

Winter and Spring

Winter and spring serve as the primary periods of refreshment for most wetlands. During winter, rain and snow can begin to raise water levels, while the freezing of outlets can create natural dams to speed up the process. Spring brings with it snowmelt from the mountains to accelerate the process. In these times of growth, fish and amphibians slowly begin to trickle back into the waters of their birth to grow fat and spawn, while the predators that seek to hunt them steadily come out of hibernation.

Active flooding during these seasons, be it from heavy rainfall, early thaws, or incoming tides, can bring with them population booms, even before the spawning season. However, too much of a good thing can lead to the destruction of ecosystems in the short term, not to mention threats to the health of anglers unable to read the warning signs. In the wake of such destruction, regrowth begins quickly, bringing new life and sometimes new inlets and outlets to a region.

Extreme temperatures can lead to unseasonable complications, whether it be cold snaps causing shallow waters to freeze solid, trapping the denizens in ice too thick to be chiseled free, or heat causing algae and other plant life to flourish, suffocating fish populations and reducing visibility within the water to zero.

Summer and Autumn

Warmer weather brings a period of rapid growth and departure from a wetland. As plants and insects flourish and water levels drop, predators benefit from the reduction in hiding places for fish. Migratory fish will usually have returned to the rivers and oceans that feed the wetlands rather than remain in the shrinking space that remains. Autumn serves as a time to stabilize and begin to recover, but for wetlands that dry out completely during the summer, this tends to mean simply becoming a muddy puddle just in time to freeze over.

Summer's intense heat brings sunnier days than wetlands typically experience throughout the rest of the year. This may be healthy for the plant life and reptiles in the region, but it also means that fish spend much of their time hiding in the shade. At the same time, the potential for heatstroke, disease, and the blinding reflections of light on the water will only serve to make things harder for visiting anglers.

Fog is common during these seasons, granting shade that brings fish out of hiding and makes them an easier catch. However, as the weather cools in the autumn, this fog can linger for much of the day. While this continues to be good for the fish, it can make navigation through the treacherous landscape of the wetlands far more difficult for anglers, forcing most to settle for worse locations and awkward footing.

Precipitation during the transition from summer to autumn brings fish out of hiding and into the open due to the shade provided by the clouds and the disturbance of the water's surface. As winter approaches, rain can occasionally turn to sleet and snow, which triggers many species to begin their migrations out of the wetlands and into warmer waters.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Flash flooding	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Thunderstorms	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Downpour	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Algae bloom	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Light breeze	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Sunshine	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Drizzle	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunshowers	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Dried out	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Insect swarms	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Intense heat	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Muggy	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Morning fog	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Overcast	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Warm drizzle	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	High tide/Wet year	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Freezing rain	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Early chill	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Lingering fog	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Light snow	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Overcast	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Light rain	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Warm breeze	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunlight, Partly cloudy	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Frozen over	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Thundersnow	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Sleet	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Light snow	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Light breeze	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Overcast	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Sunlight, Partly cloudy	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Early snowmelt	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Ol' Granny Ridgeback

While fishing in the wetlands, an angler might be approached by a towering figure, Ol' Granny Ridgeback (*she/her*), who will kindly compliment their form.

Granny is an extremely boisterous, hulking old dragonborn with a metallic sheen to her blue scales. Her right arm has been replaced by a wooden beam ending in a grisly steel hook. Both the beam and the scales of the arm it's strapped to are absolutely covered in bite marks and scratches from what must have been absolutely monstrous catches. She's quick with a kind word and happy to help all to turn to her for guidance, despite an appearance as someone who could (and did) bare-knuckle brawl with a gator and come out on top.

Granny Ridgeback lives in a small stilt home built onto the side of the local tavern, where she pays for lodging in fish and in the tourism brought in by her reputation.

OL' GRANNY RIDGEBACK

MEDIUM HUMANOID (DRAGONBORN), NEUTRAL GOOD

Armor Class 15 (unarmored)
Hit Points 76 (8d12+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	8 (-1)

Saving Throws Dex +4, Con +7, Wis +5, Cha +3
Skills Animal Handling +4, Athletics +7, Survival +4
Senses Passive Perception 11
Languages Common, Draconic, Orcish

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

ABILITIES

Draconic Resistance. Ol' Granny Ridgeback has Resistance to Lightning Damage based on her Draconic Ancestry.

Danger Sense. Ol' Granny Ridgeback has Advantage on Dexterity Saving Throws against effects that she can see, such as traps and spells. To gain this benefit, she can't be Blinded, Deafened, or Incapacitated.

Feral Instincts. Ol' Granny Ridgeback has Advantage on Initiative Rolls.

Frenzy. Ol' Granny Ridgeback can go into a frenzy when she Rages. If she does so, for the duration of her Rage she can make a single *Melee Weapon Attack* as a Bonus Action on each of her turns after this one. When her Rage ends, she suffers one level of Exhaustion.

Mindless Rage. Ol' Granny Ridgeback can't be Charmed or Frightened while Raging. If she is Charmed or Frightened when she enters a Rage, the effect is suspended for the duration of the Rage.

ACTIONS

Multiattack. Ol' Granny Ridgeback makes 2 attacks with her Fishing Harpoon.

Fishing Harpoon. *Melee Weapon Attack*: +7 to hit, one target. *Hit*: 7 (1d6+4) Piercing Damage

Lightning Breath (1/Short Rest or Long Rest). Ol' Granny Ridgeback exhales lightning in a 30 ft. line that is 5 ft. wide. Each creature in that line must make a Dexterity Saving Throw (**DC 15**).

- ***On Failure:*** The target takes 10 (3d6) Lightning Damage.
- ***On Success:*** The target takes half as much damage.

BONUS ACTIONS

Rage (4/Long Rest). Ol' Granny Ridgeback enters a Rage for up to 1 Minute. She gains Advantage on Strength Checks and Saving Throws, +2 melee damage with Strength weapons, and Resistance to Bludgeoning, Piercing, and Slashing Damage. Once she uses this feature 4 times, she must finish a Long Rest before she can Rage again.

Hook Hand (off hand). *Melee Weapon Attack*: +7 to hit, one target. *Hit*: 2 (1d4) Piercing Damage. Can be used in place of an Unarmed Strike.

FISHING STYLES & TECHNIQUES

Noodling Style. Ol' Granny Ridgeback uses her Strength Modifier when making Fishing Checks.

Rage Pull [Adept]. Ol' Granny Ridgeback may expend a Rage to grant her a +2 bonus to her Fishing Checks this encounter. She suffers 1 Fishing Ordeal when she does this.

Fitz

While selling their catch of the day, anglers will inevitably be waved over by a man wearing a ragged old coat and oversized sunhat. He will claim to know a spot where anyone can catch something twice the size of whatever was just sold. He offers to show the way, for a small fee, of course.

Fitz (*he/him*) has an arresting stare, one mangled ear, and a tiny goatee on the tip of his chin that he clearly puts a great deal of time into maintaining. He typically has a broad yet unsettling grin plastered across his face, revealing his yellowed set of teeth. As he walks, his footsteps are easy to identify, as one leg has been replaced by a wooden peg that he curiously refuses to discuss.

He is a staple of the local tavern, typically hiding away in a back corner, trying to sell anyone who enters information about his 'special spots.' No one local seems to trust him in the slightest, but anyone from out of town who has taken him up on the offer has nothing but good things to say about the places he's brought them. However, over the years, many people who have had dealings with Fitz have gone missing.

FITZ

MEDIUM HUMANOID (HUMAN), NEUTRAL EVIL

Armor Class 15 (leather armor)
Hit Points 22 (4d8+4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Dex +6, Int +4
Skills Acrobatics +5, Deception +6, Nature +4, Sleight of Hand +8, Stealth +6, Survival +2
Tools Thieves' Tools +6
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Thieves' Cant

Challenge 2 (450 xp) **Proficiency Bonus** +2

ABILITIES

Expertise. Fitz has Expertise in Deception and Sleight of Hand.

ACTIONS

Whip. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit*: 6 (1d4+4) Slashing Damage.

Crossbow, Light. *Ranged Weapon Attack*: +6 to hit, 80/320 ft. range, one target. *Hit*: 8 (1d8+4) Piercing Damage.

Trap Maker (2/Day). Fitz creates and places a Leg Clamp Snare or a Viper Sentry. Each trap is considered an object with an AC of 15, and 20 Hit Points. The trap has no bonuses to Ability Checks and Saving Throws. If a trap is hidden, a creature must succeed on a Wisdom (Perception) Check (**DC 12**) or Intelligence (Investigation) Check (**DC 12**).

No one in town is entirely sure where Fitz lives. In reality, he's rigged together a number of small hide-aways throughout town, including several spots underneath the floorboards of the town itself, and within the tavern's attic.

BONUS ACTIONS

Cunning Action. Fitz can take a Bonus Action on each of his turns to take the Dash, Disengage, or Hide Actions.

Dagger. *Melee Weapon Attack*: +6 to hit, 20/60 ft. range, one target. *Hit*: 6 (1d4+4) Piercing Damage.

Viper Sentry (if created through Trap Maker). +4 to hit, 60 ft. range, one target. *Hit*: 3(1d6) Piercing Damage. The target creature must make a Constitution Saving Throw (**DC 12**).

- ***On Failure.*** The target takes an additional 3 (1d6) Poison Damage and is Poisoned for 1 Hour.

FISHING STYLES & TECHNIQUES

Fly Fishing Style. Fitz uses his Dexterity Modifier when making Fishing Checks.

Trap Fishing Style. Fitz is able to set up 2 traps a day in a fishing area, which takes 1 hour to set up. After the next dawn, each trap makes a roll on the Fishing Table. If a Fish is rolled, his trap makes a Fishing Check using his Intelligence Modifier as if he hooked the fish. Whether the fish is caught or not, he must set up each trap again that successfully hooked a fish.

QUEST HOOKS

An Old Friend

If an angler happens to come across Ol' Granny Ridgeback's First Hook while out fishing, they may bring it back to her to surprise her with memories from her past. She will share the riveting tale of how she lost her original arm and how she eventually hunted down the beast that took it to the party. If a member of the party is now attuned to the hook as a prosthetic, she will be delighted to see it getting used out in the world once again.

REWARD

After sharing her story, Ol' Granny Ridgeback will offer one of the following as thanks to the anglers for retrieving a priceless memory.

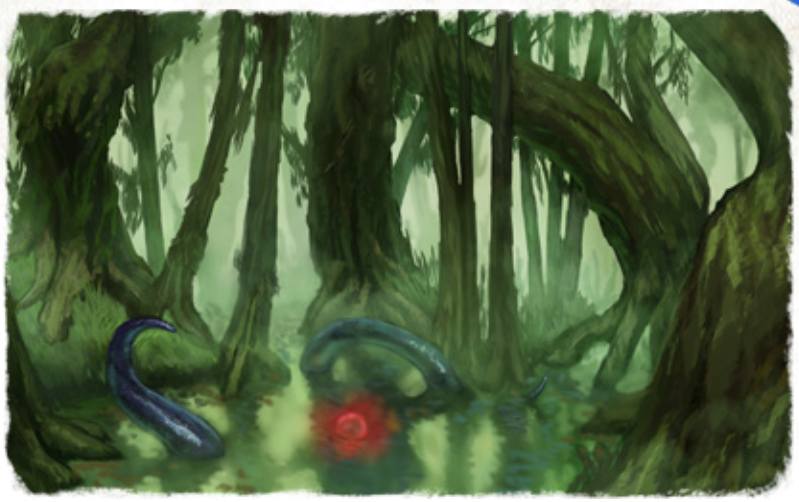
- She will trade for the hook, giving the party Barbed Gloves, +1 (PG. 145) and 500 GP.
- She will let the party keep the hook, but spend 8 hours making improvements to the it. If she does, the hook's bonus increases to a +2.

The Best Spot

GM's Notes: This quest can permanently alter a player's character. Make sure you have your table's consent to such consequences before running this quest. If your players are not comfortable with this, the consequences of this quest could instead be a payment of blood (5d10 Force Damage).

Upon entering the local tavern, restaurant, inn, or other gathering spot, Fitz will spot the party from across the room and attempt to flag them down. If any of them join him at his table, he'll ask them how their catches have been. Regardless of the answer, he'll tell them he knows a spot with supernaturally big fish. He offers to lead them out there early the next morning for 100 GP. If they decline, he'll halve the offer as a "New Customer Special". If he's refused again, he'll simply shrug it off and let them know that the offer remains open.

Upon accepting his offer, Fitz will dutifully lead the party out to a remote location where large shadows can be seen beneath the surface. All rolls on the Fishing Table are at a +20 here, and every fish is slightly larger than its typical maximum size, worth double their Market Value, but requiring one extra success to land them. At the end of the day, Fitz will lead the party back to wherever they're staying in town and tell them he'll find a similar spot and take them out there next season if they're up for it, but he won't take the same clients to the same spot twice, as it risks overfishing.



Any attempts to find the spot Fitz took the party to afterward will be met with failure. On a Wisdom (Survival) Check (**DC 15**), it will be possible to find the same physical location where the party fished with him, but the oversized fish and benefits to Fishing Table Checks will not be found.

During the fishing trip with Fitz, if any angler rolls a 30 or lower on their Fishing Table Roll (including the bonus) or rolls one of the Combat Encounters on the Junk Table, they will hook something dark and unknowable: The eldritch entity - known as "The Hunger" - is responsible for the good fortune Fitz finds in his 'special spots.' Some of his clients are simply destined to become sacrifices to its dark appetites in order to sustain the good fortunes the others have found.

Success on a Strength or Dexterity Saving Throw (**DC 16**), a source of Radiant Damage, or the ability to teleport is required to escape being Grappled by this entity and dragged deeper into the water. Party members diving into the water after the Grappled angler will find nothing, though any Radiant Damage sources fired into the depths will cause them to be immediately ejected from the water. Once captured, a hunger will emanate from the water around the Grappled individual, and they must sate it.

The following offers will be accepted:

- A single limb, with the promise of the rest of the body, should the angler ever meet this entity again.
- Another living sacrifice in their stead, be it a stranger, another member of the party, or Fitz. This must be satisfied before dawn, or the Hunger will appear again at a fishing area to attempt to capture the angler once more.
- All of the fish of the captured angler. This cannot be chosen if the angler does not have at least 3 fish.

Fitz will already be making a run for it as the angler is released and exits the water, having made it 15 FT. away in the time it took for them to deal with the Hunger, but now Prone from tripping. If Fitz makes it 100 FT. away from the party, he escapes into the fog, never to be heard from again. After 2 rounds, if the angler is still within 100 FT. of the Hunger and has not returned with what was promised, the Hunger will attempt to pull the angler in again against the same Strength or Dexterity Saving Throw (**DC 16**), this time at Advantage.

- ***On Failure:*** The target will be dragged back under in order to deal with the Hunger, this time taking one of the angler's limbs as suitable payment.
- ***On Success:*** The target is not dragged in by the Hunger. The Hunger will try again in 2 rounds if the target is still within 100 FT. of it.

If the anglers manage to move 100 FT. away from the Hunger, it retreats back into the swamps, never to be heard from again.

If the party manages to catch Fitz, he promises the anglers 1,000 GP for his release, in which he promises to leave the area forever. This is a lie, which can be detected with a Wisdom (Insight) Check (**DC 15**) and will immediately attempt to flee if freed.

The party can offer Fitz to the Hunger, where Fitz is then pulled into the water, where the Hunger and Fitz are never to be heard from again.

Fitz can be turned in to the local town's guards informing them of what happens during his fishing trips. The guards will imprison Fitz until he can stand trial in front of a traveling magistrate, who will arrive in town at the end of the month.

REWARD

The town's authority will pay the party an impromptu bounty of 500 GP for Fitz's arrest.

Escaping from the Hunger with or without payment will alter the wetlands. Weather Table Rolls of 1-5 is now an Eldrtich Presense (PG. 274) - which includes the potential of catching fish with the Eldritch Fish Trait.

SHOPS

The Hunter's Last Stop

A sizable building on the edge of town, the proprietor of The Hunter's Last Stop took the common sense approach to naming his establishment. It now serves as the general store for most of the hunters, anglers, and wayfinders that operate within the local wetlands. The front of the shop has a few shelves covered in supplies like rope, fishing line, and traps, but the bulk of the structure is the small warehouse full of weapons and more dangerous items that can only be accessed through the door behind the counter and the heavily-padlocked shutter door in the back.

Devlin Hutch (*they/them*) is the owner and operator of The Hunter's Last Stop. They're a burly, middle-aged tiefling in a wheelchair and missing both of their legs from just below the knee. Their eyes are hidden beneath a worn hunting cap, and most of their responses to questions will be monosyllabic and gruff.

Along with some specialized items, The Hunter's Last Stop has access to all mundane equipment, weapons, and adventuring gear. They do not purchase living fish but will purchase components at Market Value.

THE HUNTER'S LAST STOP (10% MARK UP)

ITEM	PAGE	COST
Antitoxin (4 in stock by default)	SRD 5.1	55 GP
Barbed Gloves, +1	PG. 145	440 GP
Dredging Tackle	PG. 146	110 GP
Environmental Bait (Wetlands)	PG. 154	11 GP
Environmental Bobber (Wetlands)	PG. 154	11 GP
Fishing Trap, +1	PG. 148	220 GP
Flowbracer, +1	PG. 173	220 GP
Silver Polish	PG. 160	55 GP
Storm Lantern	PG. 177	440 GP

WETLANDS CATCH TABLE

FORESTED SWAMP FISHING

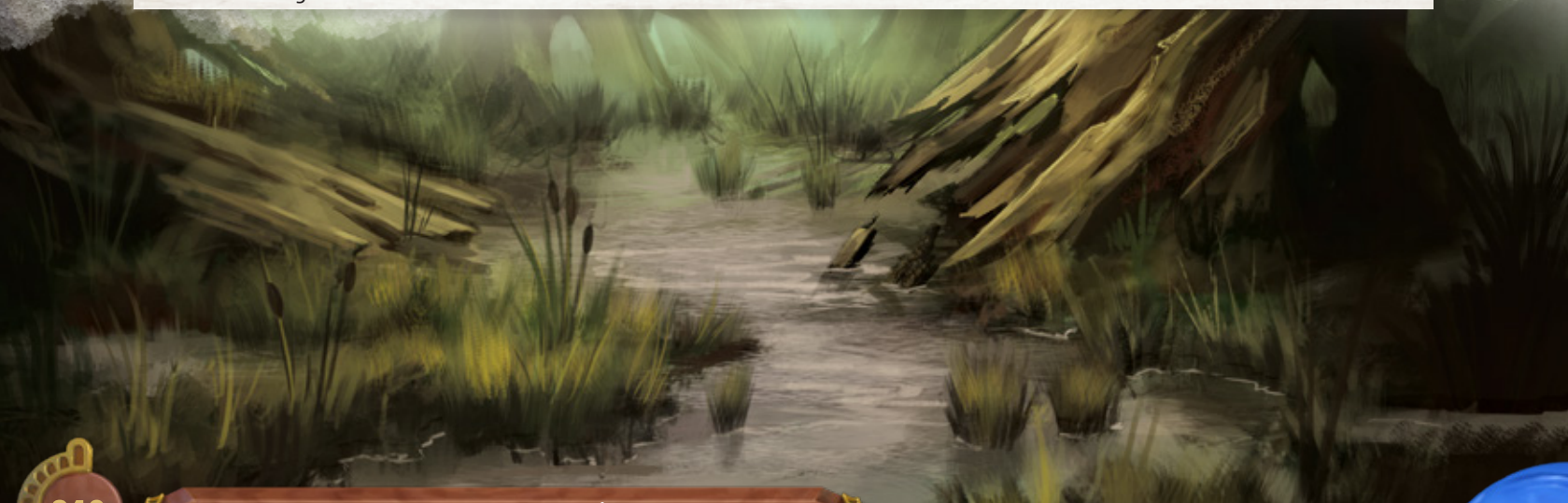
d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-40	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
41-50	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
51-60	Dragon Eel	PG. 71	4	14	1	1	110 xp	20 GP
61-70	Mudminnow	PG. 88	5	15	1	1	180 xp	40 GP
71-75	Rootrasp Carp	PG. 96	6	16	1	1	230 xp	60 GP
76-80	World Turtle	PG. 109	7	17	1	1	290 xp	100 GP
81-85	Spearfisher Crab	PG. 101	8	18	3	2	585 xp	240 GP
86-90	Wyvern Shark	PG. 109	9	19	3	2	750 xp	390 GP
91-95	Dreadgar	PG. 71	10	20	3	2	885 xp	510 GP
96-100	Swarmkeeper Salmon	PG. 103	11	21	5	3	1440 xp	960 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

SHRUB SWAMP FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-40	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
41-50	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
51-60	Dragon Eel	PG. 71	4	14	1	1	110 xp	20 GP
61-70	Lure o' the Wisp	PG. 85	5	15	1	1	180 xp	40 GP
71-75	False Mudfish	PG. 74	6	16	1	1	230 xp	60 GP
76-80	Rustbucket Bass	PG. 96	7	17	3	2	435 xp	150 GP
81-85	Shocking Asp	PG. 98	8	18	3	2	585 xp	240 GP
86-90	Greater Algae Eater	PG. 79	9	19	2	2	1000 xp	520 GP
91-95	Steamgill Catfish	PG. 102	10	20	2	2	1180 xp	680 GP
96-100	Mangrove Flounder	PG. 86	11	21	4	3	1800 xp	1200 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

MARSH FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-65	False Mudfish	PG. 74	6	16	1	1	230 xp	60 GP
66-85	Steamskipper	PG. 102	7	17	3	2	435 xp	150 GP
86-100	Shocking Asp	PG. 98	8	18	5	3	780 xp	320 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

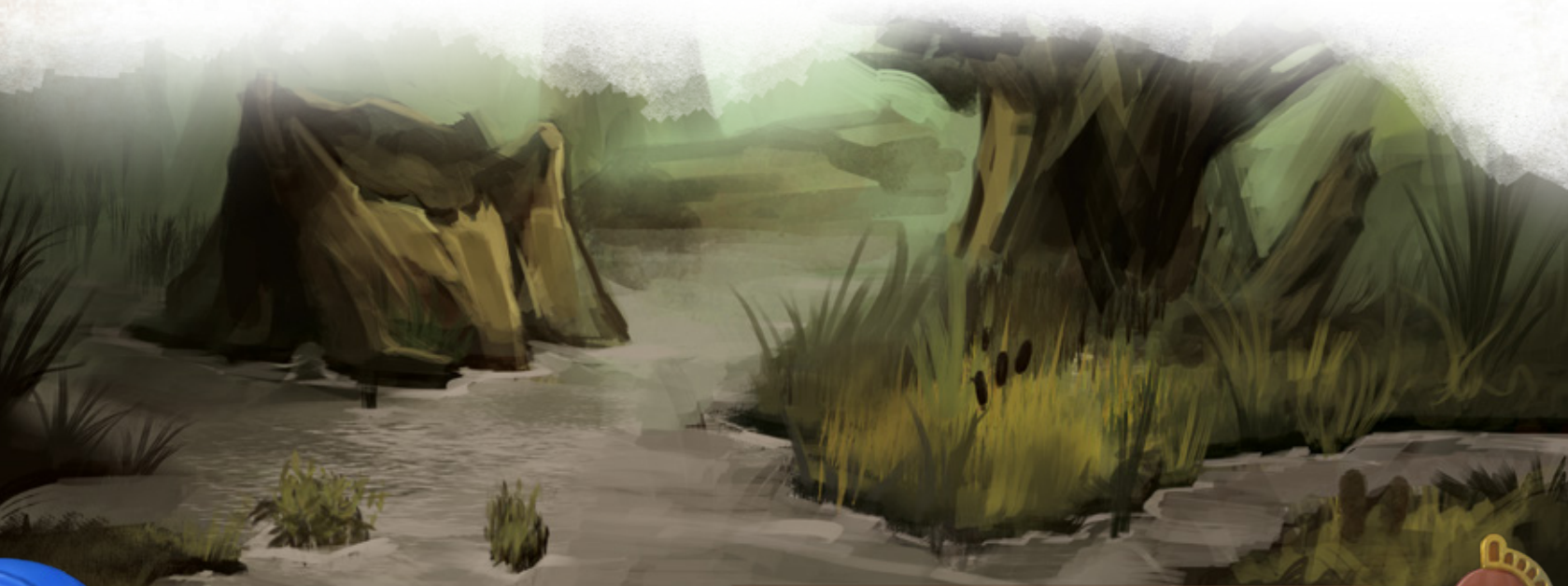


WETLANDS CATCH TABLE

FOREST JUNK TABLE

d20	CAUGHT	PAGE
01-02	Mud-Filled Boot	PG. 127
03-04	Bomb (Dud)	PG. 112
05-06	Cursed Armband	PG. 117
07-08	Bag of Wooden Nickels	PG. 111
09-10	Pretty Shell	PG. 130
11-12	Clump of Weeds	PG. 115
13-14	Defective Flotation Device	PG. 117
15-16	Shovel	SRD 5.1
17-18	Random Fish (Head Only)	PG. 130
19-20	Fish Bitten Oar	PG. 120
21-22	Poison, Basic (Vial)	SRD 5.1
23-24	Mummified Foot	PG. 127
25-26	Shark Tooth	PG. 132
27-28	Broken Compass	PG. 114
29-30	Elemental Bomb (Earth)	PG. 163
31-32	Boot with a Fish in It	PG. 113
33-34	Mouldering Wineskin	PG. 127
35-36	Cook's Utensils	SRD 5.1
37-38	Dissolved Dagger	PG. 118
39-40	Captain's Jacket	PG. 114
41-42	Antitoxin	SRD 5.1
43-44	Heavy Chains	PG. 123
45-46	Living Skelefish	PG. 125
47-48	Empty Chest	PG. 118
49-50	Fishskin Boots	PG. 121

d20	CAUGHT	PAGE
51-52	Mangled Fishing Net	PG. 126
53-54	Depressing Journal	PG. 117
55-56	Ball and Chain	PG. 111
57-58	Giant Constrictor Skeleton	PG. 122
59-60	Undead Pocketwatch	PG. 138
61-62	Talking Skull	PG. 136
63-64	Fish-shaped Branch	PG. 120
65-66	Jar of Dubious Liquid	PG. 124
67-68	Preserved Lunchbox	PG. 130
69-70	Fish's Shadow	PG. 120
71-72	Noodler's Arm	PG. 127
73-74	Environmental Bait (Wetlands)	PG. 153
75-76	Baby Crocodile	PG. 111
77-78	Chain (10 ft.)	SRD 5.1
79-80	Really Cool Stick	PG. 130
81-82	Awakened Algae Blob	PG. 111
83-84	Mangled Trap	PG. 126
85-86	Silver Statuette	PG. 133
87-88	Bottled Scream	PG. 113
89-90	Environmental Bobber (Wetlands)	PG. 153
91-92	Ol' Granny Ridgeback's First Hook	PG. 128
93-94	Gilded Skull	PG. 122
95-96	Battleaxe	SRD 5.1
97-98	Flowbracer, +1	PG. 172
99-100	Ancient Automaton	PG. 110



ARCTIC

"The arctic region has a long history to draw from. While its frigid, harsh environment makes it challenging to build large-scale settlements, it simultaneously preserves ancient creatures within their depths. Many fish in this area either descend from or are still living from a primordial era, perhaps even since the beginning of time. Though if you ask me, the isolation is the perfect setting for any serious angler. It's you, the elements, and the fish. That's all that matters in the end."

- Quarin, local angler

Bitterly cold, slippery, and with long stretches of barren icy expanses, the arctic is a dangerous environment for anglers to traverse. The freezing temperatures and frigid weather patterns result in difficult terrain to travel at best and hostile conditions that can exhaust or consume an unprepared traveler at worst. Specialized equipment and preparation against these elements are a must, but luckily, there are many old settlements and professional anglers who know how best to help.

From the frigid beaches that lap against the borders of the region, to the drilled holes of ice sheets, and even in caves that await the bold, fishing the arctic is a challenge suitable for anglers ranging from Levels 11-16. Those who brave the icy cold and treacherous waters will be rewarded with treasures and fish that have been forgotten by time.

GEOGRAPHY

Tundras

Tundras are the long expanses of snow-covered plains that comprise most of the arctic region. The frost seeps deep into the soil, which makes farming nearly impossible for most typical crops. Precipitation frequently accumulates across the lands, covering the frozen dirt with 1 to 3 FT. of snow and sleet during warmer seasons or twice as much during the dead of winter. This makes traversal across these long stretches challenging to maneuver through and lengthy bouts of fishing a test of great endurance.

Given the near-constant state of sub-freezing temperatures, this snow rarely melts completely. It requires anglers to be prepared with warm clothes, specialized equipment, and, occasionally, a technique to grant them access.

Ice Beaches

Ice beaches are found at the border of the tundra and the ocean's waves. Much like the coastal region, the water crashes against the beach, controlled by periods of high and low tides. Additionally, thick chunks of ice, known as bergs, float in these waters and wash up upon the snow-covered beaches. Unlike the soft sands of the coast, arctic beaches are home to mostly rocks, pebbles, and hard stones frozen over, both rough to the touch and sharpened when frozen over by rain or snow.

Ice Sheets

Ice sheets are bodies of water that are frozen over, usually taking the form of ponds or lakes. These thick sheets can take up to 30 to 60 FT. of space from the surface to the depths of the water, creating a solid structure that can hold up to a ton or more of weight at a time. Specialized tools, such as Ice Fishing Tackle, or inventive magical solutions, are essential to break through this thick ice and reach the chilled waters below. Be aware of any sheets that have carved-out holes or are otherwise occupied, as this region is home to territorial anglers willing to defend their fishing holes, some of which are their settlement's primary food source.

Caves

Caves within the arctic region provide some measure of shelter from the elements, allowing travelers and beasts alike a moment of rest and respite. Their walls are covered in thick layers of ice at their entrance, but anglers will find stone and ore just a short walk in, perfect for a warming campfire. Caves are typically located at the foot of mountains, within the ledge of cliffs, or even in diagonal shifts of the surface that lead downward.

Many who call the arctic their home exist in cave settlements, utilizing the natural and arcane warmth of the planet to sustain them. Some of these caves harbor their own water sources filled with fish, supplying a food source for these communities. However, In times of need, skilled hunters of these settlements search the frozen tundras above for food and supplies, while others do so as proof of their resilience and spirit.

DANGERS

Bitterly cold, silent as death, and naturally hostile, the arctic is full of dangers that could easily consume an underprepared traveler. Vast empty stretches of ice and frost are the norm here, making food supplies scarce and a source of warmth a precious necessity. What little the land offers is viciously scavenged and protected by beasts and people alike, as the harsh conditions of the environment can drive those who dwell in it to fierce competition. Even those intimately familiar with the treacherous nature of the arctic are well aware that they are only one miscalculation away from an icy tomb.

Thin Ice. When fishing on or around iced-over environments, it is prudent for anglers to test the thickness and safety of the ice. Typically, a Wisdom (Survival) Check (DC 15) can determine the stability of a body of ice. Should the party attempt to fish or cross thin ice, as an optional rule, they can safely traverse over thin ice with an Acrobatics (Dexterity) Check (DC 15) or Athletics (Strength) Check (DC 15) or automatically succeed if they are a Small or smaller sized creature. If they fall through the ice and into the waters below, they take 2d6 Cold Damage for each round they remain in the water (at GM discretion).

Exposure. The sub-freezing temperature of the arctic is a force to be reckoned with, as it takes a toll on any creature that isn't naturally resistant to it. Extended periods in the cold without proper equipment can result in points of Exhaustion or Cold Damage (3d6 per Hour) for anyone without appropriate clothing or sources of heat.

Disease. Illness is typical in the arctic. Lower temperature means bodies that are ill-equipped to fight disease. When coupled with a lack of food, warmth, and medicine, even the simplest sickness could lead to dire consequences.

Below Zero Waters. Some waters in the arctic can be well below freezing temperatures, often below zero degrees itself. When hit with such water, bodies can go into immediate shock and result in the application of either massive Cold Damage (6d6) or many stacks of Exhaustion applied all at once, at GM discretion.

Beasts. While caves are a safe haven from the cold terrain, massive beasts are well aware of this shelter as well. Creatures such as polar bears and wolves are quick to claim caves as their own and will fight to defend their territory from outsiders. Hungry animals may also roam the land, searching for prey to sustain their energy through the biting wintry cold.

Territorial Anglers and Settlements. While not immediately hostile, it is important to remember that resources and easily fishable watering holes are rare in the arctic. Anglers who steal or prove to be a hazard are likely to be banished from the community they've offended.

Hunger. Easily accessible food is hard to come by in the arctic. Between the frozen wastes eliminating common crops and hibernating beasts rarely leaving their dens, underprepared anglers who neglected to bring a stash of rations might find themselves eating their catches just for a chance to survive.

SEASONS & WEATHER

No matter the season, the arctic's frigid temperatures will challenge any angler traversing the frozen wastes. The wind, snow, and ice swallow everything enveloped in its clutches, dampening sound and leaving silence and death in its wake. A warm summer's day is a rarity here, staying just long enough for a quick respite before freezing over once more.

Winter

The sub-freezing temperatures of the arctic region, combined with its location and lack of consistent sunlight, ensure that a near-constant state of winter exists for the area. Despite the extreme temperatures, the fish native to these lands are unaffected by the cold temperatures and feed on the microorganisms, plant life, as well as other fish in the region year-round. The true challenge of winter is for the angler to overcome rather than their catch.

For most of the year, temperatures are sub-freezing, and snow is a daily occurrence, resulting in thick blankets of snow and frost. In addition, freezing rain and ice storms pelt the area with slick ice, rendering arctic terrain slippery and frozen over. Camping and living in the rolling tundras during this time can be difficult, if not impossible, for the average angler.

Blizzards, prolonged severe snowstorms with strong winds and dense snowfall, are typical in winter. These storms create low visibility for travelers for hours on end, as a deluge of white blinds their senses and limits visibility to, at best, 5 FT. The swiftly amassing snowfalls are also dangerous, threatening to bury anglers caught in the storm or cause avalanches to collapse and overrun unfortunate travelers.

Freezing winds, with a wind chill usually between 10 to 20 degrees colder than the air itself, whip against all that wander through this region. This biting air can cause injury and pain to anglers unprepared to face it with the proper garments.

Summer

Summer marks the rare period when uninterrupted sunlight stays long enough to keep temperatures above freezing. This brief glimpse of warmth often brings heightened fish activity in bodies of water as they swim to the surface to the illustrious light that is so infrequently seen.

Likewise, for anglers, there is an end to the seemingly endless snow, as tundras soon find themselves with melted expanses. This reveals the soil and makes for easier traversal. Once covered in thick layers of ice, some bodies of water will begin to thaw, allowing anglers easy access to their preferred fishing areas.

The warmer weather also marks a period of activity for beasts and locals alike. Both take advantage of the favorable weather to scavenge the lands for food, supplies, and necessities for the coming winters. However, even with the comforting warmth, a wise angler should always be prepared for the cold. The arctic is known for surprise bouts of rain, which could transition to ice or snow at a moment's notice.

Autumn and Spring

Autumn and spring are near-perfect replicas of each other in the arctic. They serve as the transitional periods between summer and winter, with both seasons being primarily rainy, though accompanied by ice and hail as the cold begins to set in.

As temperatures begin to warm and cool between the seasons in this extremely cold environment, it creates instability in the atmosphere. This results in heavy rainfalls that may become snow but usually end up as sharp, icy hail or wet plops of watery snow that melt upon contact. Lightning and thunder can also accompany these patterns but are rarely seen due to the low visibility in the snowy fog that accompanies the season. Many anglers have found this the hard way: carrying metal fishing rods at the wrong place and time.

Traversal through the region during these times can be unpredictable, as the weather can change drastically from day to day. The best an angler can do is prepare for the worst but hope that their luck will bless them with a safe and comfortable journey.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Thunder snowstorm	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Thunderstorm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Heavy rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Snowfall	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Gentle snow	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Heavy clouds	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Overcast	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunlight	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Snowstorm	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Snow	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Freezing rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Rain	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Fog	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Heavy clouds	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Overcast	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunlight	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Thunder snowstorm	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Thunderstorm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Heavy rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Snowfall	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Gentle snow	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Heavy clouds	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Overcast	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunlight	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Blizzard	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Ice storm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Snowstorm	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Heavy snowfall	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Snowfall	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Full cloud coverage	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Heavy clouds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Overcast	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Grille

While traveling along the tundra, the party may see a lone, two-story igloo standing tall. Upon approach, they will see an arctic tiefling named Grille (*he/they*), who is fishing in a carved hole in the nearby ice using an Ice Fishing Kit. Grille has pearl-white skin with sharp horns jutting from the sides of his face and a twirling fur-covered tail that holds a Hearthfire Lantern for warmth. A pair of shimmering white eyes with a red iris pierces through the wind and snow, accompanied by a bright smirk that hides solid black teeth and a pair of fangs. They wear thick furs around the bottom half of their body but is bare-chested to all, revealing a massive "x" blue-patterned scar against their chest.

Surrounding Grille are many fishing tools, most of which look to be centuries old. Yet, they are set out with delicate precision, are well-maintained, and seem immune to the cold environment.

GRILLE

MEDIUM HUMANOID (TIEFLING), LAWFUL EVIL

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 40 FT.

STR	DEX	CON	INT	WIS	CHA
21(+5)	14(+2)	18(+4)	18(+4)	15(+2)	18(+4)

Saving Throws Dex +6, Con +8
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from nonmagical attacks not made with silvered weapons
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Blindsight 60 FT., Darkvision 120 FT., Passive Perception 12
Languages Infernal, Telepathy 120 FT.

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

ABILITIES

Devil's Sight. Magical darkness doesn't impede Grille's Darkvision.
Magic Resistance. Grille has Advantage on Saving Throws against spells and other magical effects.

ACTIONS

Multiattack. Grille makes 2 Frostcleave attacks.
Frostcleave. *Melee Weapon Attack*: +10 to hit, reach 5 FT., one target. *Hit*: 13 (2d6 + 6) Slashing Damage plus 10 (3d6) Cold Damage.
Wall of Ice. Grille magically forms an opaque wall of ice on a solid surface it can see within 60 FT. of it. The wall is 1 FT. thick, up to 30 FT. long, and 10 FT. high, or it's a hemispherical dome up to 20 FT. in diameter. When the wall appears, each creature in its space is pushed out by the shortest route. The creature chooses which side of the wall to end up on unless the creature is Incapacitated. The creature then must make a Dexterity Saving Throw (**DC 16**).
- ***On Failure:*** The target takes 35 (10d6) Cold Damage.
- ***On Success:*** The target takes half as much damage.

The wall lasts for 1 Minute or until Grille is Incapacitated or dies. The wall can be damaged and breached; each 10 ft. section has AC 5, 30 Hit Points, vulnerability to Fire Damage, and Immunity to Acid, Cold, Necrotic, Poison, and Psychic Damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupies. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a Constitution Saving Throw (**DC 16**).
- ***On Failure:*** The target takes 17 (5d6) Cold Damage.
- ***On Success:*** The target takes half as much damage.

The frigid air dissipates when the rest of the wall vanishes.

FISHING STYLES & TECHNIQUES

Enchanted Fishing Style. Grille uses their Intelligence Modifier when making Fishing Checks.
Impale [Adept](2/Long Rest). When Grille has hooked a fish, he may expend this Technique to toss a spear. Grille makes a Fishing Check. On success, he earns 2 Successes and the Catch DC is lowered by 3 for the remainder of the Fishing Encounter. If he succeeds on a Tiny fish, the fish is immediately killed. Grille can only do this once per Fishing Encounter.

Quarin

While exploring the arctic, the party may come across a lone wizard's tower next to a frozen lake. The already cold chill of the environment gets just that much colder. Before the party stands one of the most terrifying sights any mortal can behold, hovering menacingly over the waters. A skeletal body barely held together by tight, grey flesh, with deep and sunken hollowed-out eyes. A bony finger extends outwards, blasting the water with acid green light, and a cackling howl of laughter can be heard on the wind.

She wears vibrant blue robes adorned with chains and runic sashes. Everything about this creature is arcane in nature, and even perceiving her causes the anglers to hear dark whispers in the depths of their minds. This is a lich, named Quarin (*she/her*).

Despite the creature's terrifying visage, the effect is somewhat dampened by a bone treasure chest filled to the brim with fish and a wooly, poofy parka that keeps the snow from her face. The creature's previously cast green light comes up from the water - nothing more than a magical acidic net that has caught a plethora of fish.

> "What? Oh, don't look at me like that; I'm not one of those Liches. Seriously, a gal can't just get away from everything and everyone for all eternity and get some fishing done?"

The Lich floats down and folds her arms with an angry yet sassy frown across her face.

QUARIN

MEDIUM UNDEAD, NEUTRAL EVIL

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	16(+3)	20(+5)	14(+2)	16(+3)

Saving Throws Con +7, Int +9
Skills Arcana +13, History +9, Insight +6, Perception +6
Damage Resistances Cold, Lightning, Necrotic; Bludgeoning, Piercing, and Slashing from nonmagical attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Truesight 120 ft., Passive Perception 16
Languages Common, Deep Speech, Draconic, Infernal, Sylvan
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

ABILITIES

Rejuvenation. If she has a phylactery, Quarin gains a new body in 1d10 days, regaining all her Hit Points and becoming active again. The new body appears within 5 ft. of the phylactery.

Turn Resistance. Quarin has Advantage on Saving Throws against any effect that turns undead.

SPELLCASTING

Quarin's Spellcasting Ability is Intelligence (spell save **DC 17**, +9 to hit with Spell Attacks).

Quarin has the following spells prepared:

- ***At Will:*** Mage Hand, Prestidigitation, Ray of Frost (3d8)
- ***3/Day each:*** Detect Magic, Magic Missile (5 missiles), Shield
- ***2/Day each:*** Detect Thoughts, Animate Dead, Blight, Dimension Door, Cloudkill
- ***1/Day each:*** Disintegrate, Finger of Death

ACTIONS

Paralyzing Touch. *Melee Spell Attack*: +9 to hit, reach 5 ft., one creature. *Hit*: 7 (2d6) Cold Damage. The target must make a Constitution Saving Throw (**DC 17**).

- ***On Failure:*** The target is Paralyzed for 1 Minute. The target can repeat the Saving Throw at the end of each of their turns, ending the effect on themselves on a success.

FISHING STYLES & TECHNIQUES

Brilliant Enchanted Fishing. Quarin uses her Intelligence Modifier when making Fishing Checks.

QUEST HOOKS

The Missing Pebble

During their travels across the tundra, the party might run across a Pebble Penguin named Chip, clearly distraught and walking haphazardly. When approaching the penguin, anyone proficient in Wisdom (Nature) (**DC 15**) will notice that the Pebble Penguin is missing its signature glowing pebble that is normally inlaid to its forehead.

If approached, the penguin will attempt to communicate with the party.

GM's Notes: Speak with Animals works here; however, if nobody in the party has an ability to communicate with animals, you can give these Pebble Penguins a telepathic ability. Make sure to go with the direction that rewards the party's ability.

"My pebble was stolen by a big bully! If I don't have my pebble, I can't find my eternal mate! Please help me! I beg of you!"

If swayed to action, the party learns the penguin's pebble was stolen by another, much larger penguin named Gunther, a Champion Pebble Penguin (PG. 304), who now has two stones on their head. They are hiding in a local cavern, where most penguins are too scared to traverse. The cave is about a 1 Hour walk during normal weather patterns or 2 Hours during winter with a Wisdom (Survival) Check (**DC 15**). When the party reaches their destination, magical lights appear on the side of the walls by an outside force guiding them inward. Gunther has descended into the cave.

GM's Notes: You can create your own cave here or simply have an angler roll a Wisdom (Survival) Check (DC 15-20) to successfully navigate the cave after 1 hour of travel. You can include encounters with Wolves or Polar Bears while in the cave. Any traps within the cave should have an Intelligence (Investigation) or Wisdom (Perception) DC of 15-20. Any Saving Throws should be between 16-18.

Gunther stands at the end of the cave with two pebbles inlaid upon their forehead. Gunther will mock the party, claiming Chip was too weak and scrawny to ever find true love, so it only shows that they deserve two mates, given they're much bigger and stronger.

Several options can be made to retrieve the pebble, and the party's reward varies based on what path they take.

- **Physical Force:** Gunther has an AC of 15 and 30 Hit Points. If overpowered and knocked Unconscious, the pebble falls off and can be returned to the original penguin.
- **Stealth:** Should the party adequately distract Gunther and any angler succeed a Dexterity (Stealth) Check (**DC 20**) can easily pluck the pebble from their forehead. Gunther will be incredulous and demand it back, but they lack any means of actually doing so.
- **Penguin's Game:** Gunther will offer a contest to the party to see who is the best prospective mate in the arctic. So long as Gunther does not win two out of the three competitions, they admit defeat. They will willingly return the pebble to the party, running off in shame. Should they win two of the three competitions, they declare victory and will not hand the pebble over.
  - **Flex Competition:** Each angler makes a Strength Check at Advantage as they describe how they flex their muscles. Gunther only rolls a d20 for their Check. The highest roll wins a point. In the event of a tie, re-roll until the individuals tied have a victor.
  - **Slide Competition:** Each angler must slide along a nearby icy floor in the most "stylish" manner possible. Each angler makes a Dexterity (Acrobatics) Check as they describe their stylish slide. Gunther only rolls a d20 for their Check. The highest roll wins a point. In the event of a tie, re-roll until the individuals tied have a victor.

- **Dance Competition:** Each angler must describe a dance they perform for this segment. Each angler makes a Charisma (Performance) Check. Gunther only rolls a d20 for their Check. The highest roll wins a point. In the event of a tie, re-roll until the individuals tied have a victor.

When the pebble is returned to Chip, they will jump for joy, grateful that Gunther was put in their place once and for all.

REWARD

Happy to have made a new friend, Chip will join the party in their angler adventures within the Arctic (if the party allows it). Chip will not knowingly go into dangerous locations, and damage dealt to Chip (who has a 15 AC and 20 Hit Points with 10 to all Ability Scores) will cause Chip to run away (Chip has a 30 FT. Movement and Swim Speed). Chip will return after 24 hours. If the source of damage was caused by the party, Chip never returns.

While fishing, Chip will help in any way they can. During a fishing encounter, but before a Fishing Check is made on an attempt, an angler can have Chip assist, granting an automatic Success to the Check. After the fishing encounter that Chip does this, they will temporarily leave the party to rest, only to return the next dawn.

SHOPS

Quarin's Shop of Dark Dealings

Next to a frozen lake stands Quarin's tower, dark and foreboding as would be expected of a lich's abode. The dark stone contrasts starkly against the pale snow and ice that surrounds it, serving as an ominous landmark for those who frequent the area. Few dare approach this sinister tower; however, when invited inside for the purpose of doing business, it is clear that Quarin privately prefers a more light-hearted touch to her decor.

The interior is well-lit with an abundance of candles of different colors, and a cozy fireplace is perpetually burning, which gives the area a warm and inviting glow. The seating is adorned with an abundance of fluffy blankets, furs, and pillows of all sorts of hues and textures, creating an inviting space that promises a comfortable seat. Similarly, the floor has a jumble of various rugs spread about its entirety, and every inch seems to be covered in bright colors.

Near the fireplace at the back of the room is what seems to be a small study, with a bookcase filled to the brim with tomes and spells. The desk's surface is covered with haphazard stacks of paper, both enchanted and mundane, as well as more pens than is probably necessary. Quarin herself sits at this desk, picking her pen of choice for the day, as she prepares to draft an arcane manuscript to her visitor's liking.

QUARIN'S SHOP OF DARK DEALINGS (10% MARK UP)

ITEM	PAGE	COST
Hearthfire Lantern	PG. 174	2,200 GP
Ice Fishing Tackle, +1	PG. 149	440 GP
Manuscript of Ability	PG. 158	4,400 GP
Manuscript of Craft	PG. 158	4,400 GP
Manuscript of Skill	PG. 158	4,400 GP
Primal Potion	PG. 163	2,200 GP

ARCTIC CATCH TABLE

ICE SHEETS

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Geo Guppy	PG. 78	10	20	1	1	590 xp	340 GP
56-65	Snowfish	PG. 99	11	21	1	1	720 xp	480 GP
66-75	Bergfish	PG. 57	12	22	1	1	840 xp	680 GP
76-80	Spectrefish	PG. 101	13	23	1	1	1,000 xp	960 GP
81-85	Moonray	PG. 87	14	24	3	2	1,725 xp	2,040 GP
86-90	Sapphabetta	PG. 97	15	25	3	2	1,950 xp	3,000 GP
91-95	Boilblood Shark	PG. 60	16	26	3	2	2,250 xp	4,200 GP
96-100	Oblivion Oarfish	PG. 89	17	27	5	3	3,600 xp	9,200 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

ICE BEACHES

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Pebble Penguin	PG. 90	10	20	1	1	590 xp	340 GP
56-65	Baublefish	PG. 56	11	21	1	1	720 xp	480 GP
66-75	Ozhalibut	PG. 90	12	22	1	1	840 xp	680 GP
76-80	Doomsaida	PG. 70	13	23	3	2	1,500 xp	1,440 GP
81-85	Diamondback Salmon	PG. 69	14	24	3	2	1,725 xp	2,040 GP
86-90	Gelatinous Snailfish	PG. 78	15	25	2	2	2,600 xp	4,000 GP
91-95	Boilblood Shark	PG. 60	16	26	2	2	3,000 xp	5,600 GP
96-100	Whimsiwhale	PG. 108	17	27	4	3	4,500 xp	11,500 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

CAVES FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-60	Giantfish	PG. 78	11	21	1	1	720 xp	480 GP
61-70	Ore Eel	PG. 89	12	22	1	1	840 xp	680 GP
71-80	Clockwork Bass	PG. 64	13	23	3	2	1,500 xp	1,440 GP
81-90	Focusfish	PG. 76	14	24	3	2	1,725 xp	2,040 GP
91-100	Titanfish	PG. 106	15	25	5	3	2,600 xp	4,000 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

ARCTIC CATCH TABLE

ARCTIC JUNK TABLE

d100	CAUGHT	PAGE
01-02	Ice	PG. 124
03-04	Baby Penguin	PG. 111
05-06	Talking Skull	PG. 136
07-08	Preserved Rose	PG. 130
09-10	Coal	PG. 115
11-12	Braided Hair	PG. 113
13-14	Silver Snowflake Tiara	PG. 133
15-16	Cracked Sapphire	PG. 116
17-18	Book of Prayers	PG. 112
19-20	Thick Jacket	PG. 136
21-22	Forgotten Diary	PG. 121
23-24	Frozen Compass	PG. 121
25-26	Lucky Dice	PG. 126
27-28	Crimson Fur Scarf	PG. 116
29-30	Sketchbook	PG. 133
31-32	Strange Flute	PG. 135
33-34	Odd Idol	PG. 127
35-36	Unfinished Wand	PG. 138
37-38	Lantern, Bullseye	SRD 5.1
39-40	Lily-Patterned Egg	PG. 125
41-42	Locked Scroll	PG. 126
43-44	Rock Spoon	PG. 131
45-46	Wooden Rattle	PG. 139
47-48	Ice Coin	PG. 124
49-50	Tale of the Tavernkeeper	PG. 136

d100	CAUGHT	PAGE
51-52	Paperfolder Pattern	PG. 128
53-54	Flask of Blood	PG. 121
55-56	Frosted Mirror	PG. 121
57-58	Jar of Bees	PG. 124
59-60	Ice-Breaker Eyepatch	PG. 124
61-62	Heart-Shaped Pebble	PG. 123
63-64	Hunting Trap	SRD 5.1
65-66	Wooly-Mammoth Plush	PG. 139
67-68	Amber Arm	PG. 110
69-70	Sack of Carvings	PG. 131
71-72	Steel Whistle	PG. 135
73-74	Cloak of Self-importance	PG. 115
75-76	Snowbell	PG. 134
77-78	Weightless Anchor	PG. 139
79-80	Ancient Arrow	PG. 110
81-82	Gargantuan Bone	PG. 121
83-84	Spool of Rainbow Thread	PG. 134
85-86	Broken Birdcage	PG. 113
87-88	Raven Inkwell	PG. 130
89-90	Glass Tea Set	PG. 122
91-92	Enchanted Box	PG. 119
93-94	Globescape	PG. 122
95-96	Shooting Star Fragment	PG. 133
97-98	Spyglass	SRD 5.1
99-100	Sovereign Diamond	PG. 134

DESERT

"Many travelers think this is a land of the past, a place to dig up old relics and move on. But look there! The rising sun lights the way for migrating birds, life blossoms in the beautiful oasis, and even our fair city still stands strong. I believe there's nothing but potential and growth here."

- Ali Crow

A vast land of silence and solitude, the desert offers great treasures to those who dare venture in search of its secrets. Anglers will find the opportunity to fish ancient creatures hardy enough to make a life among the dunes, using innovative techniques that will allow them to hook not only waterborne fish but a whole new range of earthbound beings or even uncover ancient relics and items. The desert will offer a suitable challenge for anglers ranging from levels 11-15.

Deserts are giant, arid expanses where naturally occurring rain is rare, and humidity is extremely low. As such, their most distinguishing features are endless fields of sandy dunes and valleys, occasionally interrupted by dry rock formations that serve as landmarks for animals and travelers alike. There are but a few sources of natural water to which local fauna flock and which sustain the few permanent settlements in the area where civilization yet thrives.

Fishing in the desert is a novel experience for even seasoned anglers, who will discover new techniques to catch creatures that dwell within the earth as well as the water. Fishing spots in these lands are found in ancient basins and under the dunes themselves, where only resilient fish and creatures can survive for as long as they have. The fish here are tough and unpredictable, frequently imbued with magic, and very keen on not becoming anyone else's next meal.

You'll need all your wits about you to brave the harsh deserts, but the bounty hidden within is bound to make it worth it.

GEOGRAPHY

Oases

Landlocked bodies of water that can range from a couple of acres to dozens of hectares, oases are a place of respite against the searing heat. Formed by the scarce sources of perennial water in the desert, they form fertile havens that are home to thriving vegetation and serve as watering holes for creatures

all over the land. Oases can be over 100 FT. deep and contain the largest population of waterborne fish in the deserts, making them a default destination for anglers who have only begun their journey in these lands. Fish in the oasis range from mild-natured foragers to magic-infused behemoths and ancient fish from ages long past that will surely challenge even seasoned fishers.

Quicksand Basins

The infamous quicksand basins are formed when water and sand mix to create a liquefied soil that cannot support weight, ranging from just a few feet wide to large valleys settled between cliffs and dunes. Many legends tell the stories of unfortunate souls who met their doom in the seemingly inescapable pull of quicksand. Many creatures, however, are unimpressed by the legends and carry out their lives swimming in the viscous substance where few land predators dare enter. The quicksand basins are home to many ancient fish and other swimming creatures that have learned to use the sand to their advantage, ready to provide a formidable challenge to anglers used to fishing in flowing bodies of water.

Dune Fields

A system of sandy mounds and hills, dunes are formed by shifting winds and can rarely be found in the same place twice. They are the most iconic picture of the desert and can extend for miles and miles, with no end in sight. Though seemingly desolate, the dune fields hide a bounty underneath them, as a number of interesting creatures have adapted to hunt beneath the sand. Anglers accustomed to water will be posed with a great challenge, as their usual tactics might not be enough to lure the catches hidden below.

DANGERS

Many dangers - old and new - threaten desert anglers. Dangerous predators, powerful magics, and ambitious souls from this world and beyond may present a hazard to adventurous anglers, who must also be wary of the difficult topography and the relentless assault of the inclement weather. Below are some of the threats that can be found in the vast desert.

Arcane Anomalies. Ancient civilizations and their artifacts are buried underneath the sand, and it is not uncommon for magical effects to manifest on the surface. Geysers of raw magic may explode under the feet of an uncautious explorer, streams of arcane flow may transport ethereal creatures through a camping spot, and all sorts of wilder magics can be triggered by unlucky anglers.

Devils. A land of extremes, the desert can also be home to tears between the plains. Power-hungry fiends occasionally find their way into the sands, searching for powerful relics or unwary souls.

Fringe Groups. Shifting sands and inclement weather make the deserts a difficult place to enforce the law. Many groups with more power than sense will frequently find their place in secluded outposts nestled among the dunes. Outlaws, revolutionaries, unscrupulous spelunkers, and poachers roam the land and - free to do as they will - may demand a toll, service, or outright assault careless parties.

Large Predators. It takes a hardy beast to survive in the desert. Many lumbering behemoths, in the air as well as on land, make the sands their hunting grounds. Dangerous birds of prey, colossal serpents and reptiles, packs of sharp-toothed felines, and even more mysterious beasts can try to make their next meal out of groups of anglers.

Orientation. In the endless expanse of sand and rock, it can be hard to find one's way without expert knowledge. Anglers will want to ensure they have plenty of navigation supplies, a seasoned ranger's company, or some arcane assistance to help them reach their destinations.

Ruins. This region has seen the rise and fall of many cultures, now buried under the shifting sands. Their ancient constructions may contain untold riches but also sealed dangers and forbidden knowledge. Anglers must be wary when dealing with the secrets of the past, for they may find themselves buried with them.

Thirst and Extreme Temperatures. Searing heat during the day, crippling cold during the night, and the ever-present threat of dehydration make traveling the desert no easy task. Anglers need to outfit themselves with plenty of food and drink, as well as ways to protect themselves from exposure.

Unstable Terrain. Both sand and stone can be treacherous in the desert, where hollow lands and loose gravel are cruel monarchs. Explorers must be mindful of their every step, lest they fall prey to a collapsing tunnel, a shifting dune, or the terrifying trap of quicksand basins.

SEASONS & WEATHER

The desert is dry and harsh during most of the year. It is home to the most scorching temperatures as well as bone-chilling cold spells on dark wintery nights. Ancient ruins and buried secrets are also affected by the ups and downs of shifting temperatures, often collapsing or opening new pathways that set free ominous forces from forgotten eras.

Rainfall is rare and happens in short bursts, often evaporating before even hitting the ground on particularly scorching days. Anglers and adventurers alike must be well-equipped to handle the extreme temperatures and the lack of readily available water.

Spring and Summer

When spring comes around and temperatures rise to scorching levels, it is not unusual for the sandy dunes to rearrange themselves due to the colliding winds. Hard days during this season will see all manner of dusty phenomena impede an angler's journeys, as well as confuse both waterborne and sand-borne fish and creatures.

Ideal days for fishing are those when the winds are quiet and the sun feels lower, making traversing the sands a more manageable task and preventing fishing spots from becoming too agitated. Very rarely, anglers will be blessed by a slight drizzle, refreshing their bodies and drawing fish closer to the surface.

Summer brings about scorching temperatures capable of melting stone, and the air becomes coarse and dry. Anglers will be tested by the relentless gaze of the sun, and specialized equipment will become crucial to surviving when out in the elements. Fish will also escape to the murky depths to evade the searing heat.

The best an angler can hope for in the summer is a tranquil day with slow winds and the occasional cloud. A rare boon will happen in the form of dense fog clouds overhead as rain turns to mist before even approaching the ground.

Autumn and Winter

Autumn is a season of decay in the desert. As temperatures begin to cool, ancient rock formations shift and collapse, scaring beasts and fish alike. In accursed days, ancient creatures and forces make their way out of the old ruins, threatening the residents of the dunes with dark energies.

Suitable days for fishing are those when the temperatures are moderate and the stones are still, letting anglers move undisturbed through the sands.

Winter is a desolate season in the deserts. Winds are all but non-existent, creating a disturbing silence that puts all its residents on edge, and the contrast between the hot days and the freezing nights is a threat to anyone's health. Anglers will be hard-pressed to find shelter for the chilling nights, and on the darkest of days, terrifying shadow storms will hide the horizon.

The extremes of winter can also be a boon for anglers, as tranquil days will have mild temperatures and refreshing cloud cover, with the occasional period of rainfall bringing both waterborne and earth-borne fish to the surface to enjoy the cool water.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Shifting sands	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Sandstorm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Dust clouds	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Dust devils	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Calm sands	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Cooler temperatures	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Drizzle	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Rain	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Haboob	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Melting stones	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Fiery heatwave	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Surge of dryness	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Slow winds	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Slight cloud cover	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Cooling winds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Overhead fog cloud	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Cloud of decay	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Tornadoes	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Rockslides	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Blinding sun	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Clear skies	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Gentle wind	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Migrating birds	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Cool temperatures	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Shadow storm	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Complete stillness	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Chilling nights	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Temperature variations	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Uniform temperature	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Light breeze	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Cool temperatures	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Rainfall	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Ali Crow

As the party ventures through town, they might hear a beckoning chant from a small store on the main street. Peering inside will reveal a spindly satyr with an impressive set of antlers on her head, hunched over a mortar and pestle while humming her enchanting tune. As Ali Crow (*she/they*) turns to greet the party, they'll see a pair of bright, beady eyes with rectangular pupils meet their gaze, and warm smile lines form upon the light brown fur that covers her face. Ali wears a flowy turquoise tunic cinched around their waist, and an assortment of bright jewelry adorns their wrists and antlers, giving a tell-tale jingle to them every movement. She stands on a pair of black hooves that have made several indents on the wooden floor of her store over the years.

Ali is kind and pleasant, quick to offer a cup of some sort of herbal brew to any visitors. Ali is well regarded in town as a provider of medicinal salves crafted from the many reagents found in the desert. Most importantly, she spends much of her time magically creating water and vessels to help supply the city. They are also known to perform music and poetry in the city's nightlife circuit and will happily offer visiting anglers a tune or two.

Ali lives in a small dwelling atop her store, right in the middle of town. Different types of branches and vines can be seen peeking out of her window every day.

ALI CROW

MEDIUM FEY (SATYR), LAWFUL NEUTRAL

Armor Class 16 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	18(+4)	10(+0)	20(+5)	13(+1)

Saving Throws Int +3, Wis +8
Skills Nature +6, Perception +8, Stealth +5
Senses Passive Perception 18
Languages Common, Elvish, Sylvan

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

ABILITIES

Magic Resistance. Ali has Advantage on Saving Throws against spells and other magical effects.

ACTIONS

Multiattack. Ali makes 2 Nature's Scourge attacks.

Nature's Scourge. *Melee Spell Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 17 (5d6) Poison Damage.

SPELLCASTING

Ali's Spellcasting Ability Score is Wisdom (Spell Save DC 16, +8 to hit with Spell Attacks).

- ***At Will:*** Druidcraft, Poison Spray, Guidance
- ***3/Day each:*** Cure Wounds(5d8), Lesser Restoration, Plant Growth, Protection from Energy Spike Growth
- ***1/Day each:*** Awaken, Call Lightning, Polymorph

FISHING STYLES & TECHNIQUES

Still Fishing Style. Ali uses their Wisdom Modifier when making Fishing Checks.

Nurture [Adept]: After rolling on the Fishing Table, if Ali hooks a fish, she can expend this Fishing Technique. When she does so, the Catch DC of the fish increases by 3. When she catches the fish, they can survive for twice as long, and any Survival (Wisdom) Checks made to carve the fish are done so at Advantage.

Sprite Bob [Expert](2/Long Rest). After Ali determines the result of their Fishing Table Roll, they may add up to +10 bonus to the result.

Ferdinand Silverstorm

While angling in the desert, the party may come across a group of well-dressed folks clad in light, filigreed jackets and large leather hats. They all carry state-of-the-art firearms of varying calibers, as well as bundles of mechanical equipment. If the anglers approach the group, they'll be greeted by Ferdinand Silverstorm (*he/him*), a human man with an impressive red-haired mustache. Ferdinand will address them with a thick aristocratic accent as he speaks about his group of expeditionaries, which he claims have been dispatched to the desert by an influential company from the capital in search of mining opportunities and other treasures. Ferdinand and his band seem to have run afoul of the local authorities, driving them to camp out in the sands and carry out their mission independently.

Ferdinand has a courteous demeanor but always keeps a mildly aloof distance. He has limited patience and will quickly become defensive if he feels excessively questioned or suspects ill intent from outsiders. If he is sufficiently angered, he will order his troop to drive the party out or even fire upon them, feeling emboldened by being far away from the reach of the law.

The troop will purchase live or dead fish from anglers at a premium and will be interested in any artifacts or materials they have found in the desert.

Ferdinand Silverstorm

Medium Humanoid (Human), Lawful Evil

Armor Class 17 (studded leather)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	20(+5)	16(+3)	15(+2)	10(+0)	11(+0)

Skills Acrobatics +7, History +5, Insight +3
Senses Passive Perception 10
Languages Common, Dwarvish, Gnomish, Halfling, Elf, Goblin

Challenge 8 (3,900 xp) **Proficiency Bonus** +3

Abilities

Captain: Ferdinand Silverstorm grants a +1 bonus to AC and Attack Rolls to all friendly creatures within 10 ft. of him.

Sneak Attack: Once per turn, Ferdinand adds an additional 10 (3d6) damage to his attacks if he has Advantage on his Attack Roll, or if an enemy of his target is within 5 ft. of it, isn't Incapacitated and Ferdinand doesn't have Disadvantage on his roll.

Actions

Multiattack. Ferdinand makes 2 attacks with his Rapier. He may replace any of these attacks with his Repeater.

Repeater. *Ranged Weapon Attack*: +8 to hit, reach 120/300 ft., one target. *Hit*: 17 (3d8+4) Piercing Damage.

Rapier. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 8 (1d8+4) Piercing Damage.

Bonus Actions

Cunning Action: Ferdinand may take the Hide, Disengage, or Dash Actions as a Bonus Action.

Reactions

Why Do I Even Pay You?!: If a friendly creature within 60 ft. of Ferdinand misses an Attack Roll, Ferdinand may use his Reaction to command the target to reroll their attack.

Fishing Styles & Techniques

Fly Fishing. Ferdinand uses his Dexterity Modifier when making Fishing Checks.

Fracture Fishing. After setting up a Fracturing Piston, Ferdinand can return to it every other dawn to roll on the Fishing Table 2d6 times. Roll a 1d20 for each fish hooked in this way.

- ***9 or Lower:*** The fish is caught dead. Ferdinand suffers 1 Fishing Ordeal.
- ***10 or Higher:*** The fish is caught alive.

QUEST HOOKS

A Capital Problem

If the party is in good standing with the authorities of the city, they may be approached with a request. A band of aristocratic prospectors led by Ferdinand Silverstorm has made camp in the desert, threatening the ecosystem and the livelihood of many in town. The city leaders want them removed, but they want to handle it peacefully in the hopes violence can be avoided. They will plead with the party to persuade Ferdinand and his crew to abandon the desert.

Ferdinand is arrogant and mostly driven by profit, and will scoff at any appeals made about the ecosystem, its balance, or "other such poppycock." If the anglers have found Galas Silverstorm's Explorer's Journal (pg. 119) (74-75 on the Junk Table) and delivered it to Ferdinand, however, he will become intrigued by the ruins outlined within, hoping it may lead to a more profitable operation. A Charisma (Persuasion) Check (**DC 15**) will persuade Ferdinand to take his expedition to the ruins, providing an alternative route to profit that doesn't threaten the livelihood of the city's inhabitants.

Otherwise, a Charisma (Intimidation or Deception) Check (**DC 20**) will be required to drive him out. If the party fails this Check, Ferdinand will still appreciate everyone's "gusto" and will offer a counter proposition (See Quest Hook: A Most Profitable Venture)

If the anglers successfully convince Ferdinand to abandon his prospecting expedition without engaging in violence, Ferdinand will leave the area, never returning.

If the anglers resort to violence to remove Ferdinand's crew, and returns to town informing the city leaders of what took place, the leadership will be outraged, and no longer do any business with the party. A Charisma (Deception) Check (**DC 20**) will successfully deceive the city leadership into thinking the matter was handled peacefully. However, after 6 months have passed, Ferdinand (or another associate of his if Ferdinand was killed) will return to their operations - this time heavily armed with mercenaries, defending their business from anyone who would attempt to stop them. In response, heavily armed soldiers will be issued from the capital, and the city will be under martial law.

Reward

The city leaders, grateful for the peaceful removal of Ferdinand, will reward the party with a brand new Mechanical Arachnid (pg. 150), specialized to fit the size of the current party. The party's reputation in town will also greatly improve, allowing them to sell fish and materials at a 10% premium in local markets. Additionally, the city leaders will grant them a 2,500 gp reward.

A Most Profitable Venture

If the anglers are in good standing with Ferdinand, or if the party has failed to convince Ferdinand to halt his operations (See Quest Hook: A Capital Problem), Ferdinand will invite the party to become part of his prospecting venture. He and his organization are seeking mining and other extraction opportunities in the desert, but their equipment has become damaged during their trips, and replacements from his company are taking too long to arrive.

Ferdinand will request that the party purchase mechanical supplies from Tress's shop in the city, as she and most of the town refuse to engage in commerce with him or his enterprise. Ferdinand will describe the materials he needs in detail and give the anglers a satchel containing 1,000 gp of freshly minted coins from the capital to purchase them. If anyone in the party wants to learn what the parts are used for, they can make an Intelligence (Investigation) Check (**DC 20**) to learn the parts are for Fracture Pistons, a tool used in Fracture Fishing. This is a devastating practice known to decimate entire ecosystems after all the fish have been extracted from the area. Ferdinand will instruct the party to keep a low profile and avoid mentioning him or his fellow expeditionaries.

Convincing Tress to sell the equipment will require a Charisma (Persuasion or Deception) Check (**DC 20**), as the materials are conspicuous, and she is aware of the activities of Ferdinand and his crew. Failing this Check will make her suspicious of the anglers and more hesitant to trade in the future. If the Check fails by more than 5, she will deduce that they are in league with Ferdinand and denounce them to the city authorities, which will make them suffer a heavy reputation penalty with the city. She will also permanently increase her prices by 20%.

If the party obtains the materials and brings them back to Ferdinand, he will be quite pleased and invites them on a Fracture Fishing demonstration using the equipment they have just secured for him. After 6 months, the area Ferdinand is working in will collapse after continuous Fracture Fishing, with Ferdinand leaving the desert never to be seen again, his organization's operations complete. Because of this, the Dunes Fishing Table cannot be fished from until the party finds another suitable fishing spot, which will take 3 months and 5 successful Wisdom (Survival) Checks (**DC 20**) within that time.

Reward

If Ferdinand's operations are uninterrupted during the 6 months, he will reward the anglers 10d20+800 GP at the end of every month for their share of the venture, along with an immediate 1,000 GP advance.

SHOPS

The Hope of Rain

A two-story building stands in the center of the city, its walls a shade of green that is uncommon to see amongst the sea of beige-brown and gray. Even more unusual is the variety of vines and plants wrapping their way out of every crack they can find like grassy tendrils. The top story seems to be a living area, while the ground floor is taken up by a small store filled with aromatic plants and strange reagents. This is where Ali Crow plies their trade. Convenient to find and refreshing to visit, it is frequently sought by townsfolk looking for remedies, alchemical wonders, and freshwater from Ali's seemingly endless supply.

THE HOPE OF RAIN

ITEM	PAGE	COST
Bowl of Commanding Water Elementals	SRD 5.1	5,000 GP
Decanter of Endless Water	SRD 5.1	500 GP
Potion of Healing	SRD 5.1	50 GP
Potion of Healing, Greater	SRD 5.1	200 GP
Potion of Healing, Superior	SRD 5.1	2,000 GP

Tress's One-Stop Shop for Everything That Moves

A veritable mess of mechanical parts and questionable animal feed, this store claims to be the ultimate destination for anyone looking to traverse the desert. Within its walls, anglers can gain access to several vehicles and mounts to help them brave the sands. The store is also in contact with local rangers and guides for hire, and the owner will offer visitors to hire that service as well.

The shop is run by a small kobold named Tress (*she/her*). She has rodent-like features with large gashes all over her ears and hands and a crooked tail that moves to the rhythm of her every word. Tress is a proponent of a "verbal blitz" style of commerce, bombarding visitors and potential customers with non-stop conversation, frequently interjected with moments of praise for her fine wares.

Tress doesn't purchase fish or their components but will offer a base of 50 GP for any metal scrap found in the desert and may also purchase more unique junk items fished up in the wastes.

TRESS'S ONE-STOP SHOP FOR EVERYTHING THAT MOVES

ITEM	PAGE	COST
Actual Arachnid (rent)	PG. 145	40 GP/day
Actual Arachnid (buy)	PG. 145	400 GP
Dunestalker Goat-Elk (rent)	PG. 146	10 GP/day
Dunestalker Goat-Elk (buy)	PG. 146	100 GP
Mechanic Stilts (rent)	PG. 150	10 GP/day
Mechanic Stilts (buy)	PG. 150	100 GP
Mechanized Arachnid (rent)	PG. 150	100 GP/day
Mechanized Arachnid (buy)	PG. 150	1,000 GP
Sled Wagon (rent)	PG. 151	10 GP/day
Sled Wagon (buy)	PG. 151	100 GP

DESERT CATCH TABLE

OASIS TABLE

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Gravelfin Dace	PG. 79	10	20	1	1	590 xp	340 GP
56-65	Blackglass Mackerel	PG. 57	11	21	1	1	720 xp	480 GP
66-75	Plump Chub	PG. 92	12	22	1	1	840 xp	680 GP
76-80	Slender Dressfish	PG. 99	13	23	1	1	1,000 xp	960 GP
81-85	Ironskin Gudgeon	PG. 82	14	24	3	2	1,725 xp	2,040 GP
86-90	Wispy Brimfish	PG. 108	15	25	3	2	1,950 xp	3,000 GP
91-95	Centurion Snapper	PG. 63	16	26	3	2	2,250 xp	4,200 GP
96-100	Arcanothalasus	PG. 54	17	27	5	3	3,600 xp	9,200 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

QUICKSAND TABLE

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Six-Legged Bitterling	PG. 98	10	20	1	1	590 xp	340 GP
56-65	Pebble Serpent	PG. 90	11	21	1	1	720 xp	480 GP
66-75	Sandspike Fugu	PG. 96	12	22	1	1	840 xp	680 GP
76-80	Herding Masonfish	PG. 80	13	23	3	2	1,500 xp	1,440 GP
81-85	Döppelfish	PG. 70	14	24	3	2	1,725 xp	2,040 GP
86-90	Boiltoad	PG. 61	15	25	2	2	2,600 xp	4,000 GP
91-95	Sandtipede	PG. 97	16	26	2	2	3,000 xp	5,600 GP
96-100	Leatherfish	PG. 84	17	27	4	3	4,500 xp	11,500 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

DUNES TABLE

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-65	Crabmite	PG. 66	12	22	1	1	840 xp	680 GP
66-85	Dart Lizard	PG. 67	13	23	3	2	1,500 xp	1,440 GP
86-100	Rattlehydra	PG. 94	14	24	5	3	2,300 xp	2,720 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

DESERT CATCH TABLE

DESERT JUNK TABLE

d100	CAUGHT	PAGE
01	Sandy Tentacle	PG. 132
02-03	Clump of Hard Sand	PG. 115
04-05	Polished Green Stone	PG. 129
06-07	Deck of Playing Cards	PG. 117
08-09	Leather Satchel	PG. 125
10-11	Skeletal Hand	PG. 133
12-13	Ancient Holy Symbol	PG. 110
14-15	Dark-lensed Spectacles	PG. 117
16-17	Ship Sail	PG. 133
18-19	Tattered Explorer's Clothes	PG. 136
20-21	Broken Magic Staff	PG. 114
22-23	Lamp	SRD 5.1
24-25	Horned Helm	PG. 123
26-27	Humanoid Skeleton	PG. 124
28-29	Rusted Mechanical Part	PG. 131
30-31	Strange Schematic	PG. 135
32-33	Bullet (crushed)	PG. 114
34-35	Metal Pocket Watch	PG. 127
36-37	Huge Skull	PG. 124
38-39	Black Candle	PG. 112
40-41	Fishing Tackle	PG. 146
42-43	Jeweled Bead Necklace	PG. 124
44-45	Game Set	PG. 121
46-47	Ancient Coin	PG. 110
48-49	Ceramic Tile	PG. 115
50-51	Ornate Halberd Blade	PG. 128

d100	CAUGHT	PAGE
52-53	Petrified Ration	PG. 129
54-55	Scuffed Saddle	PG. 132
56-57	Oil of Etherealness	SRD 5.1
58-59	Torn Piece of Tent Tarp	PG. 136
60-61	Bust of an Elderly Man	PG. 114
62-63	Twangy Guitar	PG. 137
64-65	Discarded Reptile Skin	PG. 118
66-67	Onyx Tablet	PG. 128
68-69	Toy Fish (Broken)	PG. 137
70-71	Figurine of Wondrous Power (Obsidian Steed)	SRD 5.1
72-73	Sealed Salt Canister	PG. 132
74-75	Explorer's Journal (Galas Silverstorm)	PG. 119
76-77	Deflated Leather Ball	PG. 117
78-79	Rabbit's Foot	PG. 130
80-81	Flintlock Pistol (ruined)	PG. 121
82-83	Regular Carpet	PG. 130
84-85	Potion of Clairvoyance	SRD 5.1
86-87	Leather Flippers	PG. 125
88-89	Small Chair	PG. 134
90-91	Black Lace Parasol	PG. 112
92-93	Portrait of Yourself	PG. 129
94-95	Ceremonial Staff	PG. 115
96-97	Soap	SRD 5.1
98-99	Platinum Bracelet With Sapphires	PG. 129
100	Carpet of Flying (5 ft. x 7 ft.)	SRD 5.1

UNDERGROUND

"Grown without the light of that orb you call 'the sun,' the fish here may seem strange - disturbing, even. You should hope, then, that our strange fish are the only thing you encounter during your expedition."

- Ghoti, Idol of the Unknown Angler

When considering locations to go fishing, most people likely wouldn't immediately think of subterranean caverns. However, the dwarves, goblins, kobolds, and other denizens of the deep know just how much there can be to find in the waterways of the underground. If anglers are able to bypass the larger predators and pitfalls of the caves and tunnels in their search for fish, they're sure to find some unique specimens.

Though the typical hillside cave isn't likely to be particularly dangerous, the deep ranges where the truly exceptional fish reside will pose much more of a challenge. These treacherous tunnels are recommended for anglers ranging from levels 11-15, as it takes quite a bit of mettle to navigate their twists and turns. The darkness hides many dangers, and the living, predatory kind has developed some terribly effective camouflage to get the drop on even those with Darkvision or light sources.

Water in the underground typically filters through limestone layers or comes from surface rivers, gradually carving tunnels through the earth over the course of centuries. The latter is what brings fish into these otherwise fairly sterile environments, leading to isolated ecosystems of highly specialized creatures, purpose-built to live in this world without light. Some creatures even begin life as tiny versions of themselves, able to move through aquifers and tiny fissures in the stone to seed new pools with life.

GEOGRAPHY

Cavern Lakes

Formed when large layers of salt or limestone are dissolved away by running water, cavern lakes can be absolutely massive formations multiple acres in size. In the pitch darkness of the underground, without wind or much amphibious life to disturb their surfaces, these lakes can almost appear like polished glass. Many spelunkers have found themselves suddenly swimming for their lives after an unfortunate step onto what appeared to be entirely static ground.

Since most of these lakes are the result of water draining out of an area in stages, there tends to be a decent amount of dry ground in the surrounding space, making shoreside Fishing Styles like Still and Fly Fishing possible and relatively safe. For anyone who might need to get into the water to make a catch, the darkness and clarity of the water can sometimes make it tricky to get a good read on depth, so care must be taken when attempting to wade out very far from a light source.

The deeper waters of these lakes allow their inhabitants to grow far larger than those of the rivers and pools. This can mean a greater prize for the lucky angler who pulls them ashore, but it also means that their prey will be that much more difficult to get there in the first place.

Tunnel Rivers

Rivers feed a majority of the larger bodies of water to be found underground, and as time goes on, they carve great gashes into the stone around them. Eventually, this leaves long, winding trails through the rock that lead steadily downwards, culminating in the largest of the cavern lakes.

Unlike lakes and pools, most underground rivers can be found in forms of rock that don't dissolve as easily as limestone or salt, so their erosion is more steady and consistent. They carve their lines vertically through the stone, leaving little in the way of solid footing and providing few options aside from boats for anyone looking to navigate one safely.

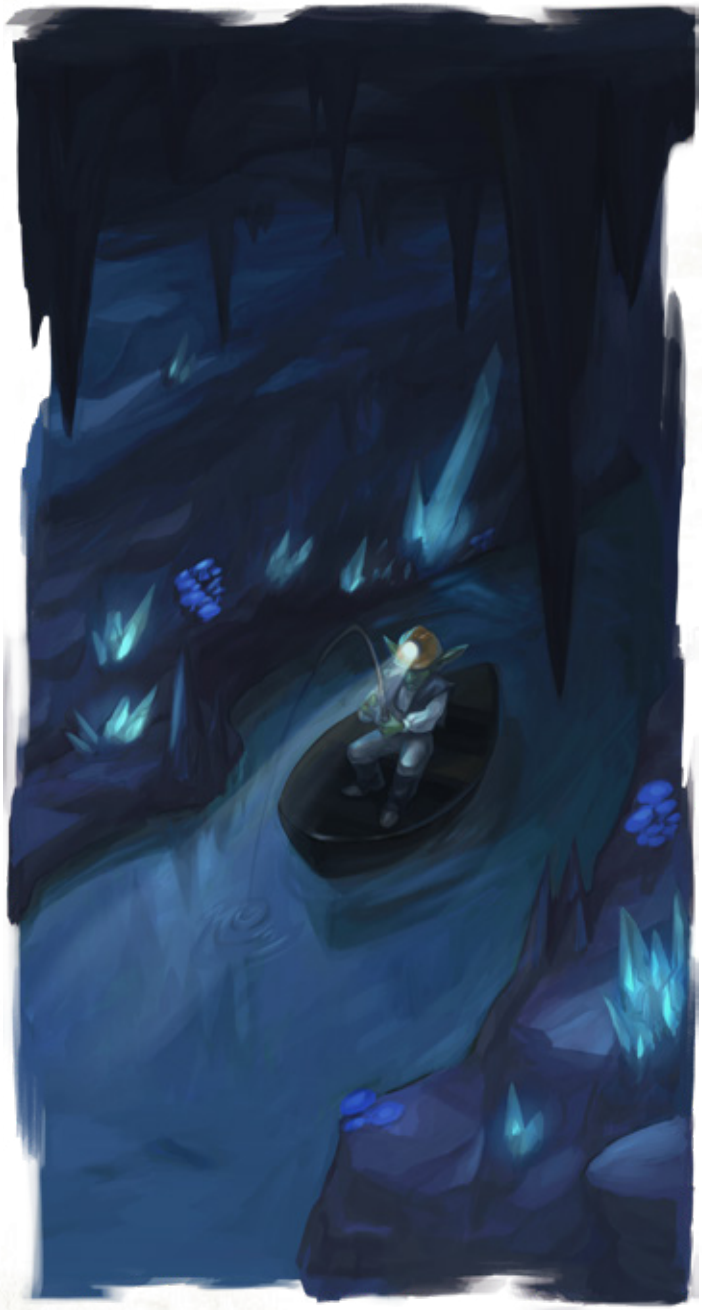
Underground rivers have many of the same sorts of fish that anglers are likely to find in the lakes since they tend to feed into them downstream. However, they're also home to a few species of opportunistic hunters, who use the flow of the river to bring food to them. In swifter rivers, these creatures might grow quite large from the influx of food, while slower currents can leave them thin, hungry, and dangerous.

Limestone Pools

The smallest and most common sources of water underground are the pools and ponds that form from water filtering into caverns through the porous stone above them. These pools are often crystal-clear, encased in sharp limestone formations deposited from the ceilings above, and fairly light on living inhabitants. But light does not mean empty, and even these pristine pools will occasionally become home to tenacious creatures who have found an unconventional way to survive.

Depending on the composition of the surrounding stone, limestone pools can manifest in a wide variety of shapes and sizes. Particularly common are the tiered formations of rimstone dams. As the influx of water waxes and wanes, filling pools, overflowing old boundaries, and drying out again, they leave behind wide rings of stone. Eventually, these can flood entirely, combining the multiple lesser pools into something large enough to sustain a breeding population of fish.

Different minerals can instead form crystalline structures like jagged teeth or intricate flowers in the walls and floors of pools as their sediment solidifies. In the deepest parts of the world, some of these crystals can become attuned to natural magics, which gives off a supernatural glow. This can suffuse the water and its inhabitants with strange and potentially dangerous effects.



DANGERS

Everyone knows the underground is a singularly dangerous place, with the possible exception of dwarven holds and other populated spaces. It's one of the quintessential adventure destinations for a reason, and even the toughest anglers had best be prepared for a few fights when delving into the depths.

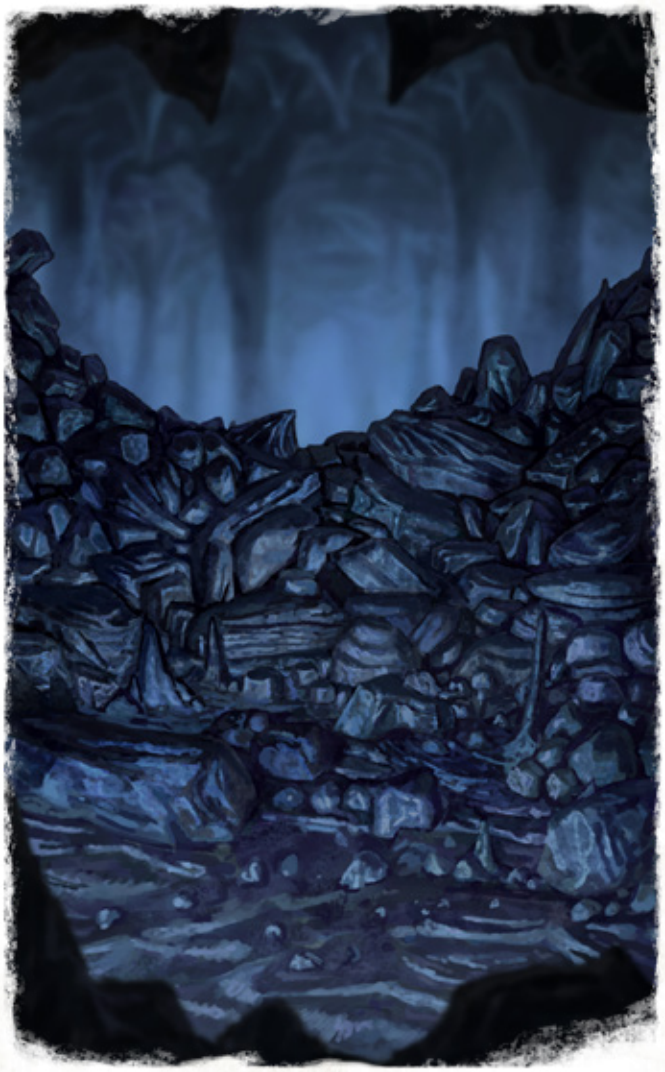
Darkness. Those who aren't used to living underground are often taken aback by just how dark the caves can get. They've been outdoors at night or in rooms with no lights. The utter, debilitating darkness of being caught without a light source in the deepest places on the planet is significantly worse. Every step taken could be the one that sends a traveler tumbling into an abyss or the jaws of a monster. For anglers, this can also mean misjudging the distance to the water's edge and potentially falling in amongst the various toothy and venomous fish they came down to catch. Bioluminescent life can sometimes provide a reprieve from the pitch black, but it can't last forever, so ensuring that lamps are filled, and spellcasters have Light prepared is a must.

Inhabitants. From monsters to isolationists, ropers to dragons, plenty of things call the caverns home beyond those living in the cities and towns. Not every encounter with the deeper denizens of the underground is certain to end in combat, but it is always important to be prepared for the unexpected. "Able to fight and willing to negotiate" is a good way to approach anything that doesn't immediately strike first. For everything else, the first part will just have to do.

Cave-Ins. Even the oldest caverns can suffer from instability. Whether it be from tectonic activity or the violence of combat, rockfalls are a common threat in the underground. Travelers may be wary of the rocks overhead, but it's not just a concern from above. When chambers are stacked one on top of another, a ceiling caving in on one can be the floor falling out in the other. Anglers should always be sure to inspect the terrain around them when entering a new cave, just in case.

Navigation. Caverns and tunnels can twist and wend their way in all sorts of directions, and there often isn't much to differentiate one wall, chamber, or pile of rocks from any other. It's vital that anyone making a journey through such spaces make it extremely clear where they've come from, as it can be easy to get turned around in the darkness. Without a clear path back to safety, a 'quick trip' down to the lake can rapidly become one-way. A compass and some means to mark passage - ideally ones that glow in the dark - can be literal life-savers in these situations.

Isolation. Visiting most fishing locations in the underground often means heading out into poorly charted territory alone, which means not being able to count on help coming should danger arise. What's more, even being in a town might not be much of a saving grace for someone who's arrived in between supply deliveries. Healing supplies can be scarce when they've not been replenished lately, and for a group of underprepared anglers, taking on too many fights or hooking too many hostile creatures can turn a painful inconvenience into an active emergency.



Suffocation. Air can easily become a limited resource in the depths. If a cavern requires a swim through flooded tunnels to reach, or if a cave-in occurs somewhere higher up the chain, a fresh supply of oxygen can be cut off entirely. It's not uncommon to discover that an excursion down a previously safe path is suddenly on a timer. It's important to always know the shortest way back to a reliable airway and, in emergency situations, to find a way to bring a portable supply of air along on your trip.

SEASONS & WEATHER

Being underground, the seasons and weather of the surface have much less effect on an angler's chances of success than they otherwise might. Winds and humidity might still affect those fishing at a tunnel entrance or shallow cave, but only a few twists and turns deeper, and the impact drops off almost entirely.

The strange climate of the underground is still informed by the climate above, but shaped by the land it's carved from. Water trickling through the stone is not dissimilar to rain as it drips from the growing stalactites and streams through small cracks in the walls. And as distant as the surface might be, heavy winds can still occasionally reach down far enough to whistle through the stone columns and fill the air with mist.

More concerning to an angler is the potential instability of a given cavern. While most have been around for eons and will stand for eons more, loose rock can still give way from time to time. Earthquakes, combat, and local industrial activity can all lead to cave-ins if the proper precautions and structural supports aren't in place. Even those lucky enough to survive the actual collapse might still find themselves stranded behind feet of rocks, trapped in the darkness.

With caverns being a popular haunt for all manner of magical beasts and practitioners of darker arts, arcane energies can also find themselves wafting through the air in the depths. The effects of these energies might be loosely comparable to surface weather in terms of how they impact a fishing trip, but they will usually come with much stranger, far less natural side effects.

UNDERGROUND FISHING EFFECT TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Cave-in	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Falling rocks	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Rapid crystalline growth	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Arcane strobe effect	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Still, damp air	Neutral	No Effect
66-79	Thin mist	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Light trickle	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Whistling vibrations	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Echoes of bats	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Bismuth Hookinhand

While fishing at any well-maintained fishing spot in the underground, an angler may have a jet of water playfully splashed at their feet by a fairly burly dwarf with a wildly dyed beard who introduces themselves as Bismuth.

Bismuth Hookinhand (*they/them*) comes from a long line of accomplished anglers. Though their family was scandalized when they gave up the hook and line at a young age and set out into the world on their own to find a better way. When they returned a few decades later, they were a powerful druid who had learned a method of fishing that was more to their tastes. They're on good enough terms with their family when they find themselves in their old haunts and pass less judgment on those whose fishing styles are more violent than their own.

When nearer to populated areas, Bismuth stays in a bedroom above the tackle shop owned and operated by their family. When out in the range, they prefer to sleep in the open within the wider caverns, watching the bioluminescent creatures on the ceiling.

BISMUTH HOOKINHAND

MEDIUM FEY (DWARF), NEUTRAL GOOD

Armor Class 13 (unarmored)
Hit Points 82 (11d8 +33)
Speed 25 ft. walk

STR	DEX	CON	INT	WIS	CHA
9(-1)	16(+3)	17(+3)	10(+0)	20(+4)	12(+1)

Skills Animal Handling +8, Athletics +3, Nature +4, Survival +8
Senses Darkvision 60 ft., Passive Perception 14
Languages Common, Druidic, Dwarvish, Gnomish
Challenge 3 (700 xp) **Proficiency Bonus** +4

ABILITIES

Aquatic Forms. When Bismuth Wild Shapes into a creature, they may choose creatures with a Challenge Rating as high as 3 so long as those creatures have a Walk Speed that is half or less of their Swim Speed. Any other creature they Wild Shape into has a Swim Speed equal to their Walk Speed and can hold its breath for 2 Hours.

Shoal Survivor. When Bismuth uses Wild Shape to assume an aquatic form, they can instead become a swarm of tiny fish in the shape of the chosen creature. They gain Resistance to Bludgeoning, Piercing, and Slashing Damage, and can squeeze into any space big enough to accommodate a Tiny size creature. This form cannot move outside of water.

ACTIONS

Quarterstaff. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 2 (1d6-1) Bludgeoning Damage

Wild Shape (2/Short Rest). Bismuth can magically assume the shape of a beast that they have seen before. Max CR 1 (3 with Aquatic Forms). They can stay in beast shape for 5 Hours before reverting back to their normal form.

- ***Known Forms.*** Giant Hyena, Giant Eagle, Giant Octopus, Giant Toad, Killer Whale

SPELLCASTING

Bismuth's Spellcasting Ability Score is Wisdom (Spell Save **DC 16**, +8 to hit with Spell Attacks).

Bismuth can cast the following spells:

- ***At Will:*** Druidcraft, Mending, Shillelagh, Waterspout
- ***3/Day each:*** Create or Destroy Water, Misty Step, Speak with Animals, Invisibility, Lesser Restoration
- ***1/Day each:*** Call Lightning, Raging Torrent, Control Water, Phantasmal Flood, Downpour, Chain Lightning

FISHING STYLES & TECHNIQUES

Wise Enchanted Fishing Style. Bismuth uses their Wisdom Modifier when making Fishing Checks.

Vortex [Adept] (2/Long Rest). After rolling their Fishing Check, before determining the result of the roll, Bismuth can expend this Technique to roll a 1d6 and add that result to their Fishing Check.

Dredge [Expert]. While utilizing this Technique, when Bismuth's Fishing Table Roll result is between 36 and 100, they instead roll on the Junk Table of the environment they are fishing in. Any other rolls hook nothing.

Mauhan

This rather emaciated gnome has survived entirely on his lonesome for decades, far away from population centers, despite the numerous dangers.

Mauhan (*he/they*) is short and wiry, with skin that is nearly the same color as the cavern walls around him. His blotchy red hair and beard stick out every which way like an overused paintbrush.

Lost to the depths before anyone can even remember, Mauhan has persisted in some of the least hospitable conditions imaginable. They refuse to speak; however, they do seem to understand things said to them in both Common and Gnomish. Anglers who manage to gain his trust and engage him in conversation will find him fairly adept at non-verbal communication, using gestures and a slightly outdated form of sign language in order to get his wants and needs across. Those wants and needs generally involve being left alone, but Mauhan has a certain respect for other anglers they meet at the water's edge. Some travelers claim he's traded them baubles and trinkets he's found for some of their less desirable catches, but it will take a fair few silent fishing trips before he's likely to go that far with a new arrival.

Mauhan lives in a small cave they've carved for themselves in a distant cavern, far from the nearest settlement. If found there, he will attempt to scare away anyone who hasn't taken the time to cultivate a relationship with him. If Mauhan leads an angler there, it is a sign of utmost trust.

MAUHAN

SMALL HUMANOID (ROCK GNOME), TRUE NEUTRAL

Armor Class 13 (unarmored)
Hit Points 71 (11d6+33)
Speed 45 ft. walk, 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	17(+3)	12(+1)	14(+2)	8(-1)

Skills Athletics +5, Medicine +6, Perception +6, Stealth +7, Survival +6
Senses Darkvision 60 ft., Passive Perception 16
Languages Understands Common and Gnomish

Challenge 8 (3,900 xp) **Proficiency Bonus** +4

TRAITS

Evasion. When Mauhan is subjected to an effect that allows them to make a Dexterity Saving Throw to only take half damage, he takes no damage if he succeeds on the Saving Throw, and only half damage if they fails.

Gnome Cunning. Mauhan has Advantage on all Intelligence, Wisdom, and Charisma Saving Throws against magic.

Wild Tinker. Mauhan is proficient with Tinker's Tools and can use them to create rudimentary traps and weapons.

ACTIONS

Multiattack. Mauhan makes 3 attacks with their Stone Dagger.

Stone Dagger. *Melee Weapon Attack*: +7 to hit, 20/60 ft. range, one target. *Hit*: 7 (1d8+3) Piercing Damage.

Flashbang Mussles. Mauhan is carrying 1d4 Flashbang Mussels he recently caught. He may throw them at a target within 60 ft., forcing anyone within 5 ft. of the target to make a Wisdom Saving Throw (**DC 18**).

- ***On Failure:*** The target is Blinded for 1 Minute. They may make this Saving Throw again at the end of each of their turns.

Shadowsneak. When Mauhan is in an area of Dim Light or darkness, they can use an Action to become Invisible and move up to his Walk Speed to a spot that is also in Dim Light or darkness. They become visible again at the end of this Movement, or when they enter an area of Bright Light.

BONUS ACTIONS

Aerial Dash. Mauhan can use a Bonus Action to Dash or Disengage, and their jump distance is doubled for the rest of their turn.

FISHING STYLES & TECHNIQUES

Fly Fishing Style. Mauhan uses their Dexterity Modifier when making Fishing Checks.

Flash Stun [Adept](2/Long Rest). When Mauhan has hooked a fish, but before he makes a Fishing Check, he may deploy either some sort of item or spell that creates a flash (such as the Flashbang Mussel) and expend this Technique. Mauhan has Advantage on the next Fishing Check made this encounter. This Technique does not expend Spell Slots or consumables. Mauhan also gains a +1 bonus to his Fishing Checks made for the rest of the encounter.

QUEST HOOKS

A Strange, Silent Friendship

If the party encounters Mauhan at any point during their time in the Underground, he will initially stop and stare at them from the opposite side of whichever body of water they are currently fishing in. If Mauhan is approached or an aggressive action is taken against them, they will flee into the darkness and not return for 1d4 Days. If they are ignored or beckoned with kindness, Mauhan will remain and watch the party as they fish. He will take note of the party's fishing styles and their successes or failures over the course of the day. If anyone specifically looks for them as the party prepares to leave the fishing spot, Mauhan will be gone.

If the party fishes in the same location again, or if they visit a different location twice in a row, Mauhan will return, moving a bit closer to the party and fishing alongside them if they allow him to. Mauhan will quietly acknowledge the party's successes with polite nods and silent clapping. Mauhan never speaks out loud. Regardless of the day's fishing outcome, Mauhan will give the party a bow as a show of respect and vanish into the darkness once again.

If the party fishes three times while Mauhan is observing them, and no aggressive action was taken against Mauhan, on all subsequent trips where the party encounters Mauhan, they will cheerfully allow them to fish near him if they choose to, making no effort to hide from their light sources or stay out of their way. He will respond to any questions or conversations they wish to have with gestures and sign language but take no offense if they are unable to interpret his meaning.

REWARD

After earning Mauhan's trust, and before leaving the underground, Mauhan will give their new angler friends a bag with 10 Flashbulbs and two random Underground Junk Items (roll on the Underground Junk Table twice).

The Family Heirloom

If an angler finds the Decorative Hook while out fishing and recognizes who it belongs to, they can return it to any of the Hookinhands for a reward.

If the Decorative Hook is returned to Bismuth, they'll thank the angler for helping them to right a wrong from their past. Before they left home and became the druid they are today, they'd gotten into a spat with the family, taken the runic hook that had been with them for generations, and chucked it into the nearest body of water. Now that it's back, they intend to give their parents a proper apology.

If the Decorative Hook is returned to Basalt or Jimothy Hookinhand of Hookinhand tackle, they will be overjoyed to have an old family relic back, telling the angler how it had been taken from them in the past when the family was going through a particularly hard time. Between Bismuth returning to the fold some time ago and having this heirloom back in the shop, they're sure things are only going to improve for the shop going forward.

REWARD

The party's reward is dependent on who the hook is given to.

- If the Decorative Hook is returned to Bismuth Hookinhand, they will reward the party with a Flowbracer, +2 (PG. 173).
- If the Decorative Hook is returned to Jimothy or Basalt Hookinhand, they will thank the party with 10 Environmental Bait (Underground) (PG. 154) and a 25% discount on all items in their shop.

SHOPS

Hookinhand Tackle

This fishing supply shop is quite literally a hole in the wall, but efforts have been made to make the entrance homely and inviting regardless. The inside of the shop is decorated more like a cozy tavern or personal residence than a shop, with the shelves of fishing supplies and racks of rods and harpoons set against the walls and out of the way of the few regulars who idly swap fishing stories near the roaring fireplace.

The counter is helmed by a dwarf and a halfling, Basalt Hookinhand (the dwarf) (*he/him*) and Jimothy Hookinhand (the halfling) (*he/him*), colloquially known as 'Pops and Pa' by the local community. Basalt is a burly goat of a dwarf, responding to most comments with grunting or the occasional affable murmur and otherwise deferring to his husband on anything that requires more people skills than accepting someone's money. Jimothy is the people-person of the two, cheerfully welcoming everyone the moment they cross the threshold. Between the two of them, the shop has remained a beloved local institution and source of most of the region's best fishing supplies.

Hookinhand Tackle has access to all basic fishing gear and bait and occasionally sells a few smaller local catches as bait. They purchase bait fish at reasonable prices but leave most other fish to be sold elsewhere.

HOOKINHAND TACKLE INVENTORY (10% MARK UP)

ITEM	PAGE	COST
Fishing Tackle, +1	PG. 147	220 GP
Fishing Tackle, +2	PG. 147	2,200 GP
Flowbracer, +1	PG. 173	220 GP
Flowbracer, +2	PG. 173	2,200 GP
Bag of Aquatic Holding	PG. 171	220 GP
Flashbulb (10 in stock, restocks weekly)	PG. 164	55 GP
Enchanted Mounted Fish	PG. 173	220 GP
Environmental Bait (Underground)	PG. 154	110 GP

Stone-Head Supplies

A shop that beats the odds by having full shelves in even the thinnest of seasons, Stone-Head Supplies is a rather gaudy building set into the side of a cavern wall. Geodes and silver accent most surfaces of the structure, inside and out. Technically speaking, it's little more than a general store for the region, but its proprietor insists it's a tourist attraction that simply hasn't yet built up the word of mouth necessary to put it on the map where it belongs.

The halfling man behind the counter of Stone-Head Supplies is Budevere Merkins (*he/him*). Short even by halfling standards, he stands on top of a stone crab construct that allows him to meet taller humanoids at eye level wherever they might wander through his shop. His attire is just as bright as everything else in the building, and he will talk his visitors' ears off if they give him the opportunity, especially when it comes to the shop's namesake.

Ghoti, the Idol of the Unknown Angler, is a vaguely humanoid stone head that's set into the wall at the back of the shop. The head is animate, with one good eye formed from a polished gemstone that it uses to watch anyone who approaches its alcove.

When fish are placed inside its gaping mouth, it swallows them whole, loudly exclaims its satisfaction, and will happily talk with whoever fed it about the state of the local caverns. The larger the fish, the longer it will continue to speak and the more detailed and accurate its information becomes. It has the ability to know the status of tunnels, the location of static threats, where and when to find certain species of fish, and the current weather at the surface entrances to the caverns. Access to all of this is what has allowed Budevere to remain competitive with his shipments even at this depth.

Stone-Head Supplies has access to any rations, climbing equipment, basic survival gear you might require, as well as any simple weapons and ammunition. They purchase whole fish at reasonable prices, living or dead, or allow them to be fed to Ghoti for a small fee.

STONE-HEAD SUPPLIES INVENTORY (10% MARK UP)

ITEM	PAGE	COST
Headlamp	PG. 148	11 GP
Potion of Healing, Greater	SRD 5.1	220 GP
Potion of Healing, Superior	SRD 5.1	2,200 GP

STONE-HEAD SUPPLIES SERVICES

ITEM	COST
Feed Ghoti (~5 minutes or 1 question)	15 GP
Feed Ghoti (~15 minutes or 3 questions)	25 GP
Feed Ghoti (~30 minutes or 5 questions)	50 GP

UNDERGROUND CATCH TABLE

CAVERN LAKE TABLE

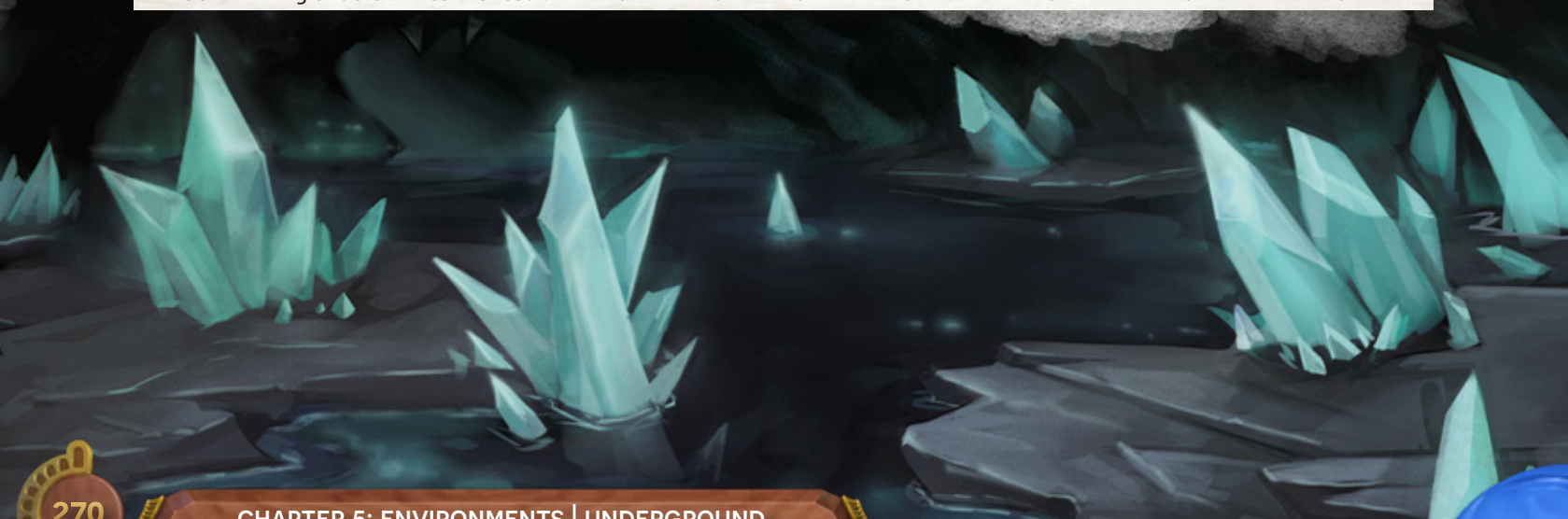
d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Flashbang Mussel	PG. 75	10	20	1	1	590 XP	340 GP
56-65	Starry-Eyed Catfish	PG. 102	11	21	1	1	720 XP	480 GP
66-75	Crystacanth	PG. 67	12	22	1	1	840 XP	680 GP
76-80	Fiery Remipede	PG. 75	13	23	1	1	1,000 XP	960 GP
81-85	Limestone Squid	PG. 84	14	24	3	2	1,725 XP	2,040 GP
86-90	Prismfish	PG. 93	15	25	3	2	1,950 XP	3,000 GP
91-95	Gaping Voidfish	PG. 77	16	26	3	2	2,250 XP	4,200 GP
96-100	Deepstone Viperfish	PG. 68	17	27	5	3	3,600 XP	9,200 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

TUNNEL RIVERS TABLE

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Blinker Eel	PG. 60	10	20	1	1	590 XP	340 GP
56-65	Cavemud Loach	PG. 62	11	21	1	1	720 XP	480 GP
66-75	Waterfall Climber	PG. 107	12	22	1	1	840 XP	680 GP
76-80	Phase Spider Crayfish	PG. 91	13	23	3	2	1,500 XP	1,440 GP
81-85	Clicking Olm	PG. 64	14	24	3	2	1,725 XP	2,040 GP
86-90	Prismfish	PG. 93	15	25	2	2	2,600 XP	4,000 GP
91-95	Batmouth Cavefish	PG. 56	16	26	2	2	3,000 XP	5,600 GP
96-100	Blind Dragonfish	PG. 59	17	27	4	3	4,500 XP	11,500 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

LIMESTONE POOL TABLE

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
86-90	Flashbang Mussel	PG. 75	12	22	1	1	840 XP	680 GP
91-95	Clicking Olm	PG. 64	13	23	3	2	1,500 XP	1,440 GP
96-100	Amphibious Scorpionfish	PG. 54	14	24	5	3	2,300 XP	2,720 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

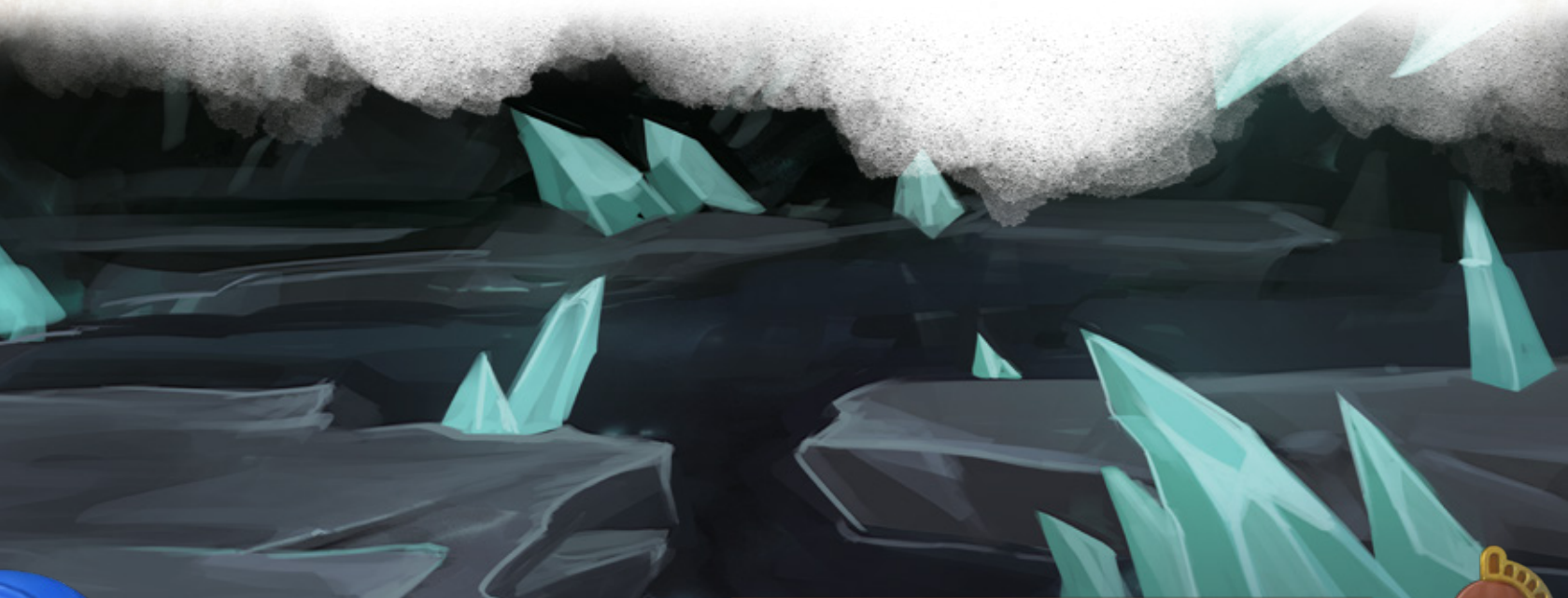


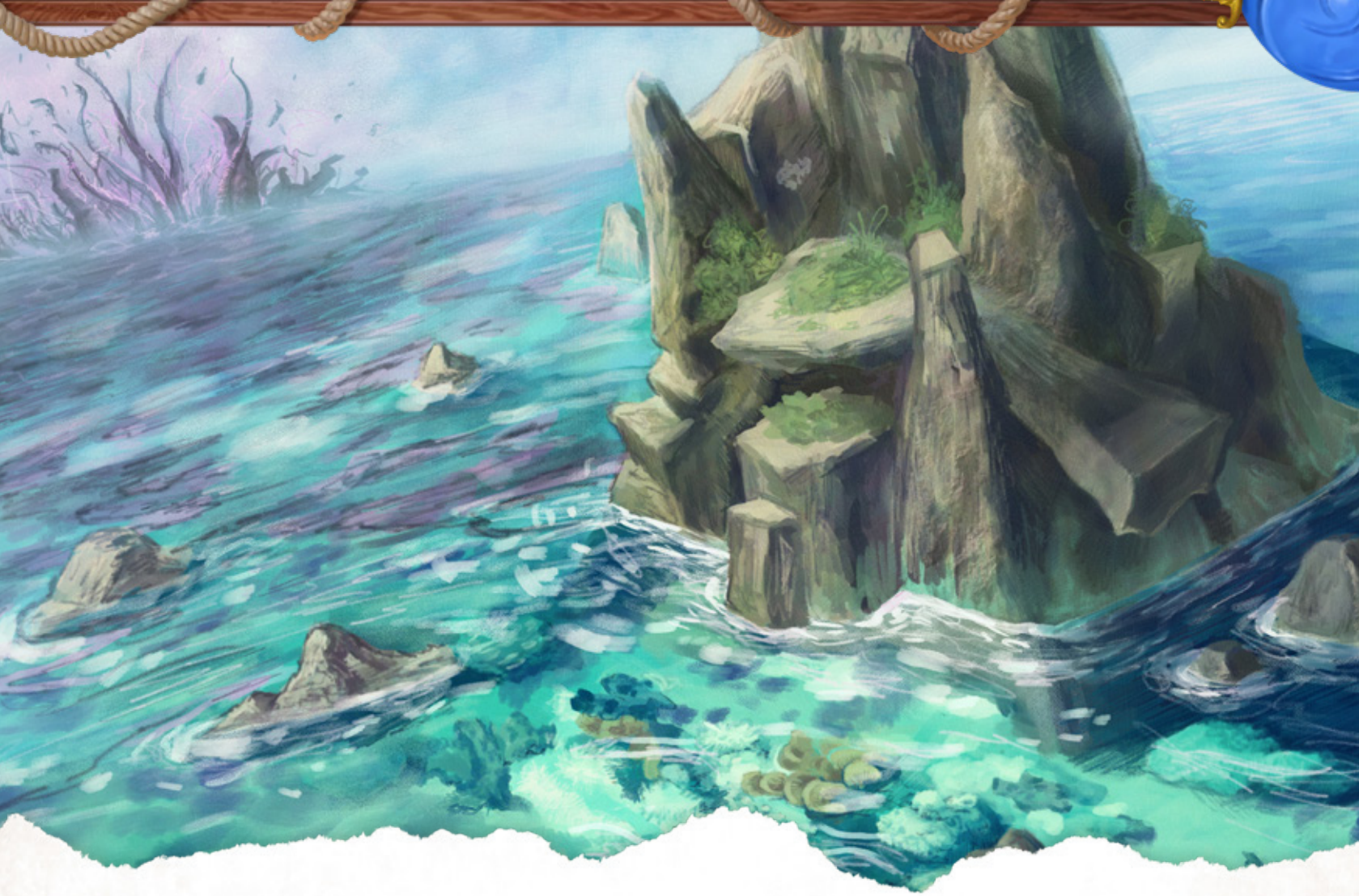
UNDERGROUND CATCH TABLE

UNDERGROUND JUNK TABLE

d100	CAUGHT	PAGE
01-02	Hunk of Petrified Wood	PG. 124
03-04	Tangled Ball of Line	PG. 136
05-06	Limestone Boot	PG. 125
07-08	Drained Fish	PG. 118
09-10	Overgrown Helm	PG. 128
11-12	Ancient Slag	PG. 110
13-14	Sharp Tug	PG. 132
15-16	Rusted Pickaxe Head	PG. 131
17-18	Rotting Barrel	PG. 131
19-20	Crawfish Molt	PG. 116
21-22	Poison, Basic (Vial)	SRD 5.1
23-24	Lantern, Bullseye	SRD 5.1
25-26	Fallen Bat	PG. 119
27-28	Empty Mussel Shell	PG. 119
29-30	Giant Rust Shard	PG. 122
31-32	Waterlogged Impact Spear	PG. 139
33-34	Dredging Tackle	PG. 145
35-36	Warning Sign	PG. 139
37-38	Decorative Hook	PG. 117
39-40	Grappling Hook	PG. 122
41-42	Detritus Construct	PG. 117
43-44	Crossbow Bolt x20	SRD 5.1
45-46	Clump of Bioluminescent Matter	PG. 115
47-48	Crystallized Skull	PG. 116
49-50	Pretty Crystal	PG. 130

d100	CAUGHT	PAGE
51-52	Dented Bucket	PG. 117
53-54	Star Geode	PG. 135
55-56	Flintlock Pistol (ruined)	PG. 121
57-58	War Pick	SRD 5.1
59-60	Rock	PG. 130
61-62	Glowing Snail	PG. 122
63-64	Dwarven Thrower	SRD 5.1
65-66	Gemstone Eye	PG. 121
67-68	Ration	SRD 5.1
69-70	Twinkling Illusion	PG. 137
71-72	Calcified Arbalest	PG. 114
73-74	Solidified Book	PG. 134
75-76	Shortsword	SRD 5.1
77-78	Trident	SRD 5.1
79-80	Unfinished Mnemonic	PG. 138
81-82	Monogrammed Coin Purse	PG. 127
83-84	Impaled Headlamp	PG. 124
85-86	Folding Boat	SRD 5.1
87-88	Crystal Fish	PG. 116
89-90	Facestone	PG. 119
91-92	Roper-Tendril Whip	PG. 169
93-94	Sack of Gold Dust	PG. 132
95-96	Climber's Kit	SRD 5.1
97-98	Leather Bracer	PG. 125
99-100	Ioun Stone, Absorbtion	SRD 5.1





OCEAN

"Look at all that endless blue! This ocean is a magical place where so much and so many can be lost, but where everything can be found. Every day I come to these docks to see the waves come relentlessly to me, bringing fishy riches from every corner and every era of this world."

- Djoon, elderly angler

A near-infinite expanse of water, the ocean covers most of the planet and is home to innumerable creatures. Almost as unknown as the outer planes and the worlds beyond the skies, the mysterious call of the waves has beckoned sailors and fishers since times immemorial. Anglers visiting these waters will confront massive behemoths, strange creatures from ages past that have evolved undisturbed in the most abnormal conditions, and even twisted horrors from the depths that tug at the curiosity of scholars, but who would be better unmentioned and undisturbed. Fishers ranging from Levels 11-16 will find themselves challenged when traversing the open seas.

The oceans are vast water surfaces, seldom interrupted by islets and atolls where a few creatures live in isolation. The high seas can host any imaginable weather condition, from towering typhoons to baleful blizzards that flash-freeze acres of water in an instant. The vastness of the area allows for a massive diversity of lifeforms to thrive.

Most ocean fishing requires anglers to secure a vessel or some sort of transportation to travel long distances safely. Experienced anglers will find themselves dealing with the fresh challenge of managing crews that will need to work together to ensure survival among the waves. Luckily for fishing expeditions, almost the entire ocean will offer opportunities for fishing, as everywhere you go is bound to be a place some fish call home. Thus, the bounty of the seas often far outweighs the risks for passionate sailors.

GEOGRAPHY

Open Seas

Almost any spot within a few dozen miles from the nearest landmass could be a suitable place to fish. Many beasts swim the open waters in search of prey

and other stimuli; it only takes a skilled angler to drop a line and fish them up. The vast ocean is also home to the detritus of past and present, and many unexpected objects from all eras can find their way to an angler's hook. Fish in the Open Seas are typically sizable and powerful beasts.

Atoll

A brief interruption on the otherwise spotless waters, atolls are little formations of islets and rocks, typically arranged in the shape of a ring that houses a calmer "lake" enclaved in the ocean. Fishers and sailors occasionally drop anchor near an atoll to rest on the sands, forage for exotic fruits, and even fish creatures that enjoy visiting the land. Some sailors swear that every time they visit the nearest atoll, it's a few yards away from where they last found it. Fish in the atoll are similar to those found at sea: big, lumbering creatures able to survive the open waters, but there are also other types of creatures that call these islets home.

Sunken Vessel

Many ships and other vessels have been lost at sea throughout the ages. Adventurous sailors and anglers often take it upon themselves to search for and visit such locations, looking to find forgotten treasures. Many strange creatures have made their home in the sheltered comfort of the Sunken Vessel.

Eldritch Rift

A horrendous space of otherworldly activity. Warped creatures of darkness and mind-altering monsters live in this place, which tests the limits between this plane and the beyond. Few know of the location of the Eldritch Rift, and fewer still have survived the trip to it. In order to access the Rift, anglers will have to come across this forbidden knowledge in some unfortunate way.

DANGERS

Venturing out to sea, while a passionate endeavor, is not without its perils. From the gargantuan beasts that make their home here to the overwhelming might of the tides, the clashing intentions of other travelers, and legendary horrors that are best left unspoken, many powerful forces are a menace to those who choose to sail the open waters. Below are some of the threats that can be found in the endless expanse of the ocean.

Flying Serpents. Many sailors warn of the dangers of massive sea monsters and terrible storms, but seasoned ocean anglers know enough to be mindful of the skies as well. Though rare, powerful flying serpents travel the open skies above the ocean and will sometimes feel inclined to make a meal out of an unprepared crew.

Inclement Waters. Whereas novice sailors fear the beasts of the depths and the ghost stories of old, experienced mariners know that the true threat of the ocean lies in the fickle nature and the unstoppable force of the waters. Tidal waves that can crush a galleon, massive whirlpools that drag helpless vessels to the bottom of the sea, and vicious storms are among the terrifying phenomena that can spell doom for unfortunate ships.

Sirens. The ocean is home to several merfolk nations, many of whom are keen on trading and collaborating peacefully with surface-dwellers. Some merfolk peoples, however, have more antagonistic views about outsiders. They call themselves Sirens, and they do not take kindly to anglers encroaching in their waters. Whether they perceive them as invaders or as simple prey, the Sirens will employ tactics ranging from deception and subterfuge to all-out assault in order to drag their enemies to a watery grave.

Navigation. Sailing the open seas is challenging for even the most skilled navigators. When landmarks are nonexistent, and the waves seem to go on forever, it can be easy to become lost. Many a crew has vanished into the ocean, never to be seen again. Aspiring high seas anglers will want to ensure they outfit themselves with precise navigation tools and obtain the services of an experienced sailor if they wish to return home with their catch - and their lives.

Ocean Predators. Creatures must be cunning and strong to survive in the harsh conditions of the deep waters, and the same is true for the predators of this place. Hunters on the upper echelons of the ocean's food chain are veritable behemoths capable of taking down an entire vessel as easily as they take down their prey. Sailors will want to ensure not to be confused with a tasty morsel.

Otherworldly Forces. Many hidden terrors can be found on the high seas. Legends tell of spectral vessels sailing in the night, reaping souls from lost sailors, and many an angler tells stories of unknowable creatures that make their way from the depths of the ocean - or beyond - to drive entire crews mad.

Seafaring Crews. Hundreds of vessels traverse the seas daily, some with questionable intentions. Seafaring anglers could find themselves beset by pirates and privateers, stumble upon illegal fishers, or run foul of a Royal Navy ship that's patrolling the sector.

SEASONS & WEATHER

The ocean is an unpredictable place. Far away from land, natural forces are unfettered and can unleash their full power among the waves. Fronts of hot and cold temperatures traveling from one end of the world to the other clash over the open sea, causing enormous storms to rage for hours on end, occasionally to the bane of unfortunate sailors. Towering waves, heavy rains, thunderstorms, and other tempests can spring up with little notice on the ocean, but the direst scenario is the ever-present threat of otherworldly energies making their way up from the deepest recesses of the sea, releasing terrible beings and all sorts of misfortune on any mariners cursed to sail on an eldritch day.

There is room for peace and quiet in the ocean as well. Bright, sunny days with calm waters and pleasant breezes make for a premium angling experience that far outweighs the threats the seas can muster and keeps beckoning sailors and anglers alike to travel the endless blue.

The wide gamut of the open seas requires sailors and fishers to be well-prepared and well-equipped to handle anything the ocean could throw their way if they want to return to port in one piece.

Spring and Summer

The ocean is at its liveliest when spring and summer come about. Rising temperatures can bring about furious waves and flash storms, but the warming waters are also synonymous with feasting for marine life. The nutrient-rich waters of the cold, deep ocean rise to the surface, beckoning minuscule creatures, which are then followed by massive predators.

Ideal days to fish in these busy seasons are the warm days with clear skies when storms are unlikely to happen, and feeding frenzies are more likely to occur near the surface. Sailors have an easier time navigating the calm waters, while anglers can find plenty of bites among the hungry fish.

Autumn and Winter

When autumn comes around, winds tend to slow down or reverse direction. The waves become more relaxed, the warmer waters are pushed toward the shore, and the ocean becomes cooler and more rain-prone. Though marine life is less active than in previous seasons, the calm waters make for comfortable fishing in less violent waters.

The perfect fishing conditions during autumn are clear days when it is less likely for downpours to occur, and both fish and vessels can relax.

Winter in the ocean is a time of more stillness. The bone-chilling temperatures tend to bring about calmer waters, even if they're more difficult to swim in. There are rare but terrifying episodes of flash freezing, which cause small fleets of floes to appear in the middle of the ocean. Currents from other latitudes can still crash into the cold wintery waters, creating episodes of heavy waves or rainfall.

Clear days are ideal for winter fishing, as the sun keeps sailors warm and draws fish toward the surface to avoid the freezing depths.

Eldritch Presence

On particularly dire days of any season, dark energies from the deepest crevices of the ocean make their way to the surface and occasionally into the path of unfortunate creatures. On such days, the seas become particularly choppy and hostile, and fish either scatter or are devoured by strange beings from beyond. When you hook a fish on the Fishing Table, roll 1d20. On a roll of 10 or higher, the hooked fish has been warped and altered by the Presence, and it gains the Eldritch trait.

Eldritch Fish Trait
Ruleset

Fish with the Eldritch Trait have their Catch DC increased by 5. Their Market Value and weight are increased by 50%. If the fish is a Combat Catch, they start combat with Temporary Hit Points equal to double their Fish Level, and their Proficiency Bonus increased by 1.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Eldritch presence	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Storm surge	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Heavy rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Choppy waters	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Clear skies	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Sunny	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Warm breeze	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Upwelling	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Eldritch presence	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Searing heat	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Thunderstorms	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	High humidity	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Pleasant temperatures	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Calm waters	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Cooling breeze	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Feeding frenzy	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Eldritch presence	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Lightning storm	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Tempest	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Strong winds	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Cloud cover	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Warm currents	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Still waters	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Sunny	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Eldritch presence	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Flash freeze	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Heavy waves	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Downpour	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Drizzle	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Partly cloudy	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Pleasant temperatures	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Clear skies	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Djoon

While in town restocking for another trip out to sea or simply enjoying the views from the port, the party might spot a tiny, hunched-over goblin fishing off the pier. Djoon (*they/them*) fishes in that spot almost every afternoon until the sun goes down. Their long hair is mostly black, with a healthy amount of gray having set in. As the anglers approach, Djoon will peer at them with a pair of bright yellow eyes with slitted pupils, nestled into a face with deep laugh lines, which promptly engage once again as Djoon offers a big smile and beckons the visitors to sit and share some snacks and some fishing. Clad in simple commoner's clothes but proudly displaying their extensive golden facial jewelry, their bare feet dangle cheerfully off the dock as they wait for a bite on their line.

Djoon is a very joyful angler who's glad to share outlandish fishing tales with visitors and is often seen in friendly fishing competitions with the younger anglers in town. They're retired and spend most of their time either fishing or enjoying themselves in one of the city's many cultural attractions, markets, or restaurants.

People around town will tell the party that Djoon has been living here for many years, though no one seems to know where they came from and when exactly they arrived. Some of the most superstitious young folk like to speculate about them having been a dreadful pirate or a hag's minion.

Djoon and their partner, Aro, live together in a refurbished building near the old port. Their child, an orc named Archibald (*he/him*), is a dockworker whom the party may see loading equipment on their ship.

DJOON

SMALL HUMANOID (GOBLINOID), CHAOTIC GOOD

Armor Class 12 (15 with mage armor)
Hit Points 38 (11d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	19 (+4)	13 (+1)	12 (+1)

Saving Throws Int +7, Wis +4
Skills Arcana +7, Insight +4, Stealth +8
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Goblin

Challenge 5 (1,800 XP) **Proficiency Bonus** +2

ABILITIES

Empowered Evocation. Djoon adds their Intelligence Modifier to one Damage Roll of any wizard evocation spell they cast.

SPELLCASTING

Djoon's Spellcasting Ability is Intelligence (spell save **DC 15**, +7 to hit with Spell Attacks).

- ***At Will:*** Ray of Frost (3d8), Dancing Lights, Mage Hand, Mage Armor
- ***3/Day each:*** Ice Storm, Mirror Image, Misty Step
- ***1/Day each:*** Freezing Sphere, Cone of Cold

ACTIONS

Dagger. *Melee Weapon Attack*: +5 to hit, reach 5 ft., range 20/60 ft., one target. *Hit*: 4 (1d4 + 2) Piercing Damage.

BONUS ACTIONS

Nimble Escape. Djoon can take the Disengage or Hide Action.

FISHING STYLES & TECHNIQUES

Tinker Fishing Style. Djoon uses their Intelligence Modifier when making Fishing Checks.

Chronocast [Expert] (1/Long Rest). Before making a Fishing Check, Djoon may expend this Technique, allowing them to make 4 Fishing Checks in one attempt. Every time they succeed against the Catch DC adds 1 Success to the total result. However, every time they do not succeed against the Catch DC removes 1 Success from the total result. After they roll all their Checks, this attempt results in a number of successes equal to the total result. If they did not yield a minimum of 1 Success this attempt, then it counts as a failed attempt.

Ether Phasing [Expert] (2/Long Rest). After rolling on the Fishing Table, if Djoon hooks a fish, they can choose to release it immediately to roll on the Fishing Table again, taking the new result. Djoon can repeat this 2 times.

Sprite Bob [Expert](2/Long Rest). After Djoon determines the result of their Fishing Table Roll, they may add up to +10 bonus to the result.

Edart Moslin

While visiting the fish market, anglers may come across a portly man inspecting the catches of the day. If the party is bringing fish for sale, he'll introduce himself as Edart Moslin (*he/they*) and converse with them about their fishing adventures.

The party will learn that Edart is a former academic who studied the oceans before they retired to the port in search of warm weather. They spend their free time fishing offshore by themselves in their vessel, which they call "the Arcadian Erudite," dreaming of one day capturing and collecting the rarest fish in all of the ocean.

Edart lives alone in a small house at the tip of a rocky peninsula near the city, which is very laborious to access via land. He spends most of the day in the city before retiring home on his ship before nightfall. He becomes very reclusive as the sun begins to set. If the party manages to interact with or see Edart during the night, they will see that he becomes some sort of cephalopod hybrid during this time. If the anglers haven't gained their trust and they notice the party, they will sail away during the night and will not be seen again.

EDART MOSLIN

MEDIUM HUMANOID (SHAPECHANGER), NEUTRAL EVIL

Armor Class 15 in humanoid form, 17 (natural armor) in squid or hybrid form
Hit Points 115 (21d8 + 21)
Speed 30 FT. (swim 40 FT. in squid form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Dex +9, Int +4
Skills Athletics +8, Insight +5, Perception +9, Sleight of Hand +9
Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks not made with Silvered Weapons
Senses Darkvision 30 FT., Passive Perception 19
Languages Common (can't speak in squid form)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

ABILITIES

Shapechanger. Edart can use their Action to polymorph into a squid-humanoid hybrid or into a squid (same stat block as an Octopus (SRD 5.1)), or back into their true form, which is humanoid. Their statistics, other than their AC, are the same in each form. Any equipment they are wearing or carrying isn't transformed. They revert to their true form if they die.

Water Breathing. Edart can breathe underwater.

Sneak Attack (1/Turn). Edart deals an extra 21 (6d6) damage when he hits a target with a weapon and has Advantage on the Attack Roll, or when the target is within 5 FT. of an ally of Edart that isn't Incapacitated and Edart doesn't have Disadvantage on the Attack Roll.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Edart Moslin makes 2 attacks: 2 with their Scimitar (humanoid form), 2 with their Tentacles (squid form), or 1 with their Tentacles and 1 with their Scimitar (hybrid form).

Scimitar. *Melee Weapon Attack*: +9 to hit, reach 5 FT., one target. *Hit*: 8 (1d6 + 5) Slashing Damage.

Tentacle (Squid or Hybrid Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 FT., one target. *Hit*: 9 (1d8 + 5) Bludgeoning Damage and the target is Grappled (escape **DC 17**). Until this Grapple ends, Edart Moslin can't use his tentacles on another target.

BONUS ACTIONS

Ink Squirt (Hybrid Form Only) (1/Any Rest). Edart Moslin expels ink over a creature's eyes. The creature must make a Dexterity Saving Throw (**DC 17**).

- ***On Failure:*** The target is Blinded for 1 Minute. The creature can make a Constitution Saving Throw (**DC 17**) at the end of each of their turns. On a successful Save, they are no longer Blinded. If the target is a humanoid, they must succeed on a Constitution Saving Throw (**DC 17**) or be cursed with Squid Lycanthropy.

Cunning Action. On each of his turns, Edart can use a Bonus Action to take the Dash, Disengage, or Hide Action.

FISHING STYLES & TECHNIQUES

Fly Fishing Style. Edart uses their Dexterity Modifier when making Fishing Checks.

QUEST HOOKS

A Timely Guest

If the anglers talk to Djoon about their fishing voyages to the high seas, they'll become visibly excited and encourage the party to invite them on a future trip. If the party accepts, they'll already be aboard the ship on the day of its departure, wearing a brand-new fishing vest and bucket hat. As the ship sets out to sea, Djoon will mention how they used to sail in their youth and how sometimes they miss the ocean breeze hitting their face.

Djoon will fish with the party - and if the experience is positive, will eventually show off their Chronocast Technique (PG. 47) - explaining that they have 'dabbled' in time magic with a mischievous smirk and chuckle.

If a Combat Catch is triggered while Djoon is part of the expedition, they will hide and take cover. However, if any of their comrades fall below 50% of their Hit Points, they will pull out a notepad from their fishing vest, read a few lines from it, and cast Mirror Image on themselves as they reveal their Wizard powers and join the Initiative in the fight against the creature.

Once the encounter is over, Djoon will offer wounded comrades a Potion of Greater Healing (SRD 5.1) that's tucked away in their tackle box. They'll explain that they used to be a chronomancer for a royal navy on a faraway ocean until they decided to forsake their martial life after a particularly violent event aboard their vessel. They staged a great arcane storm that sent them across the planet and erased most traces of their existence on that side of the world. They've since remained on land, making a life for themselves in the nearby port and tacitly renouncing taking to the sea again, though the anglers' presence in town moved them to try sailing once more.

Djoon will state that they feel the recent combat encounter was a bad omen, a sign that they should never have sailed again.

If the party attempts to reconcile Djoon with the idea of sailing, a Charisma (Persuasion) Check (**DC 20**) will make them reconsider their decision to forsake the sea. After a few days on shore, they will show up on the angler's ship again, ready to sail once more.

REWARD

- If Djoon is present for the Combat Catch Encounter, and the party successfully reconciles with them, Djoon will give the party 2 Potions of Speed (SRD 5.1). In addition, Djoon will assist any Wizard in the party in copying the Haste and Slow spells (SRD 5.1) in their spellbooks. Being taught in this way still takes the normal time to learn (6 hours each), but waives any costs associated with the process.
- If Djoon returns to shore without a Combat Catch, they will thank the party for the enjoyable (and relaxing) adventure. Djoon will give the party their catch with the highest Market Value they've caught during the expedition.

Sunken Knowledge

If the party goes to the fish market with inventory to sell, Edart Moslin will ask to take a look at their catches and mention that he is something of a pelagic collector and quite interested in perusing any special or unusual catches you happen to find. He will even offer the anglers to join him aboard his ship, the Arcadian Erudite, for a fishing trip during the day. Whether they fish with Edart or not, if the anglers show him any fish without the Eldritch trait, he will seem disappointed. He'll ridicule the fish and ask the anglers if they think that's all there is to the sea, "just big, scaly behemoths that eat pathetic, tinier swimmers, and so on forever!" Edart will say they expected more from accomplished anglers and tell the party there's so much more to find for inquiring minds. A Charisma (Persuasion) Check (**DC 20**) will convince them to tell the party about their research of the ocean, which suggests the existence of an otherworldly tear where aberrant fish and other creatures are abundant, gaining knowledge of an Eldritch Rift, and gaining access to the Eldritch Rift Fishing Table as a Fishing Location. Edart will state that they haven't been able to catch one of the mysterious fish themselves, though they want nothing more than to gaze upon one and study it directly. He will ask if the party is willing to procure a fish with the Eldritch Trait.

REWARD

If the anglers deliver an Eldritch fish to Edart, he will be overjoyed and pay the Market Value of the fish plus an additional 2,000 GP. Edart will not be seen for a month.

GM's Notes: Edart is written to be an enigma surrounding the Eldritch influences of the ocean. The reasoning for his need of Eldritch Fish and his background as a weresquid is left up to you.

SHOPS

Sheep's Ships

"Oi there, mate. Name's Cheperidus, though most folks 'ere call me Sheep, on account o' me being a sheep. Bloody hilarious, the lot of 'em. You looking for a crew, then?"

The party may come across a busy compound of warehouses and smaller buildings close to the port with a sizable metal sign that reads "Sheep's Ships". This is the go-to place to charter or commission ships, hire crew members, and outfit vessels for lengthy expeditions on the high seas. One of the annex shops offers all mundane adventuring equipment, another sells food on the go for passersby, but the main hub of activity lies in the central warehouses, where dozens of people are hard at work building, repairing, and upgrading seafaring vessels of all shapes and sizes.

The entire operation is run by Cheperidus "Sheep" Hornsfeld (*he/him*), a fast-paced humanoid with sheep-like physical qualities, who rarely stops running around the facilities or barking instructions to nearby workers. He has a pair of gnarled, prosthetic horns that adorn his wooly head and wears a small red vest with several pockets, each with a different notepad in it. Sheep will slow down and engage with you if you're looking to hire the shipyard's services but will immediately stop paying attention if he feels you're asking too many irrelevant questions or wasting his time.

You can charter ships of various sizes here or even commission your own vessel. The compound has a barracks where many sailors offer their services as hired crewmembers as well as a smaller warehouse for repairs and improvements. Sheep's Ships will purchase live fish and any of their components.

Ship. Various ships can be rented or commissioned to be created from Sheep. When commissioning a ship, it takes a number of days equal to the cost of the ship divided by 100. However, Sheep may have ships already built that can be purchased at commission cost. The GM will determine what has already been made, and what needs to be commissioned.

Speed. Speed is in miles per hour. To maintain this speed, a ship must be operated by an operable crew size.

Cargo. How much a ship can hold - including ship crew and their inventories. If a ship is over its cargo limit, it cannot move.

Crew Size. This is the operable crew size necessary to operate a ship in a full day - including multiple shifts. Including Crew, you can have a number of passengers equal to double the Crew Size of a ship. While you can go over this amount, this may lead to unintended consequences (determined by the GM). Such examples could include higher vehicle DCs, some passengers unable to complete Long Rests, a ship taking speed penalties, or being unable to be operable.

Cost. Along with any Charter costs, you must also pay your crew, as defined in the Sheep's Ships (Crew) table. Crew members who are not being paid must be convinced to continue to operate the ship with a Charisma Check (Persuasion, Deception, or Intimidation) equal to 10 + the Sailing Modifier of the crew member each day. Whether convinced or not, once an unpaid crew member returns to shore, they will not work with you unless paid for previous services.

Experience Level. How proficient a crew is with operating the ship. When hiring crew, you will pick one experience level for every crew member you hire.

Sailing Modifier. This value is what is added to Vehicle Checks made for operating a ship. If, somehow, you have crew members of different experience levels, you will use the crew member with the lowest Sailing Modifier for Vehicle Checks.

Sheep's Ships (Charter)

Ship	Speed	Cargo	Crew Size	Cost
Small (Sailboat)	1 mph	2 tons	5	50 gp/day
Medium (Cog)	2 mph	10 tons	7	350 gp/day
Large (Caravel)	4 mph	150 tons	15	500 gp/day
Warship	6 mph	70 tons	20	1,000 gp/day

Sheep's Ships (Commission)

Ship	Speed	Cargo	Crew Size	Cost
Small (Sailboat)	1 mph	2 tons	5	2,000 gp
Medium (Cog)	2 mph	50 tons	7	7,000 gp
Large (Caravel)	4 mph	150 tons	15	10,000 gp
Warship	6 mph	70 tons	20	20,000 gp

Sheep's Ships (Crew)

Experience Level	Sailing Modifier	Cost
Proficient	+2	5 gp/day x Crew Size
Experienced	+4	8 gp/day x Crew Size
Seasoned	+8	20 gp/day x Crew Size
Nautical Legend	+12	160 gp/day x Crew Size

OCEAN CATCH TABLES

OPEN SEAS FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Tailorfish	PG. 104	10	20	1	1	590 XP	340 GP
56-65	Industry Crab	PG. 81	11	21	1	1	720 XP	480 GP
66-75	Sawfish	PG. 97	12	22	1	1	840 XP	680 GP
76-80	Redfin Artillerist	PG. 94	13	23	3	2	1,500 XP	1,440 GP
81-85	Infested Shark	PG. 81	14	24	3	2	1,725 XP	2,040 GP
86-90	Hippocampus	PG. 80	15	25	3	2	1,950 XP	3,000 GP
91-95	Chronofish	PG. 64	16	26	5	3	3,000 XP	5,600 GP
96-100	Elemental Whale	PG. 72	17	27	7	4	4,500 XP	11,500 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

ATOLL FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Stoneshell Snapping Turtle	PG. 102	10	20	1	1	590 XP	340 GP
56-65	Firefrilled Monitor	PG. 75	11	21	1	1	720 XP	480 GP
66-75	Clawed Pike	PG. 64	12	22	1	1	840 XP	680 GP
76-80	Mechanofish	PG. 86	13	23	3	2	1,500 XP	1,440 GP
81-85	Chef Fish	PG. 63	14	24	3	2	1,725 XP	2,040 GP
86-90	Bulwark Dolphin	PG. 62	15	25	2	2	2,600 XP	4,000 GP
91-95	Sunsquid	PG. 103	16	26	2	2	3,000 XP	5,600 GP
96-100	Liquid Argentosaur	PG. 85	17	27	4	3	4,500 XP	11,500 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

SUNKEN VESSEL FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-65	Clone Urchin	PG. 65	12	22	1	1	840 XP	680 GP
66-85	Barnacle Horror	PG. 56	13	23	3	2	1,500 XP	1,440 GP
86-100	All-Seeing Eel	PG. 54	14	24	5	3	2,300 XP	2,720 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

OCEAN CATCH TABLES

ELDRITCH RIFT FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-60	Enterofish	PG. 72	13	23	2	2	2,000 XP	1,920 GP
61-70	Pelagic Orb	PG. 91	14	24	2	2	2,300 XP	2,720 GP
71-80	Flesh Blob	PG. 76	15	25	2	2	2,600 XP	4,000 GP
81-90	Icosapus	PG. 81	16	26	4	3	3,750 XP	7,000 GP
91-100	Rift Maw	PG. 95	17	27	5	4	6,300 XP	16,100 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

OCEAN JUNK TABLE

d100	CAUGHT	PAGE
01-02	Ancient Periscope	PG. 110
03-04	Rusty Anchor	PG. 131
05-06	Fishing Cannon	PG. 146
07-08	Treasure Chest (Ocean)	PG. 137
09-10	Sunken Rowboat	PG. 135
11-12	Golden Chandelier	PG. 122
13-14	Scimitar +1	SRD 5.1
15-16	Tricorn Hat	PG. 137
17-18	Old Porthole Window	PG. 128
19-20	Crate of Trade Goods	PG. 116
21-22	Waterlogged Arcane Engine	PG. 139
23-24	Music Box Filled with Snails	PG. 127
25-26	Sea Cucumber	PG. 132
27-28	Wedding Dress	PG. 139
29-30	Coconut	PG. 116
31-32	Ruined Ancient Armor	PG. 131
33-34	Pegleg	PG. 129
35-36	Parrot Skeleton	PG. 128
37-38	Rusted Cauldron	PG. 131
39-40	Knit Hat	PG. 125
41-42	Merfolk	PG. 127
43-44	Beach Ball	PG. 112
45-46	Cookie Tin	PG. 115
47-48	Fortune Cat	PG. 121
49-50	Jute Slipper	PG. 124

d100	CAUGHT	PAGE
51-52	Dining Table	PG. 118
53-54	Bottle of Perfume	SRD 5.1
55-56	Octopus Plush	PG. 127
57-58	Huge Snail Shell	PG. 124
59-60	Corkboard	PG. 115
61-62	Bookcase	PG. 113
63-64	Belt of Pistols	PG. 112
65-66	Ominous Figurine	PG. 128
67-68	Flattering Swimsuit	PG. 121
69-70	Ring of Water Walking	SRD 5.1
71-72	Horrible Necktie	PG. 123
73-74	Carved Figurehead	PG. 114
75-76	Anvil	PG. 110
77-78	Skull with Ruby Teeth	PG. 134
79-80	Flare	PG. 121
81-82	Bowl of Commanding Water Elementals	SRD 5.1
83-84	Lunchbox	PG. 126
85-86	Treasure Map (Ocean)	PG. 137
87-88	Greatclub	SRD 5.1
89-90	Clumped Spices	PG. 115
91-92	Globe	PG. 122
93-94	Knuckle Dusters	PG. 125
95-96	Food Bowl	PG. 121
97-98	Deed of Ownership	PG. 117
99-100	Staff of Power	SRD 5.1

DEEP OCEAN

"Darkness. Then, the origins of life. The beginning of a tide that crashes into the lands above, birthing fear, laughter, community, love in all its horror, and just about any good and evil that you've ever felt. It all comes from here."

- Captain Chig Wire of the Death Whistle

The deep ocean is a dark region, untouched by the light of the sun - or of any kind - for eons. Land-dwelling academics have long theorized that the first lifeforms originated here, to later make their way to land. Those who couldn't make it - or worse, wouldn't - were left behind in the murky depths, frozen in time forever.

Fishing in the deepest seas takes daring explorers and adventurers willing to delve into the forgotten depths that time forsook. In these mysterious fathoms, they will find strange creatures that can barely be called fish at all; beings made more from raw feeling than just organic mass, primordial forces given form, and hidden horrors that none have ever laid eyes upon. It will take anglers ranging from levels 17-20 to brave the challenges of the deep ocean.

Anglers must use all of their cunning and intuition to explore these waters, lest they be lost and erased from memory like so many others before them.

GEOGRAPHY

Primordial Pool

A colloidal mass of clear liquid that's denser than water, these pools are spread throughout the very ocean floor, where they form amorphous, blobby "ponds" that can range from just a couple of feet wide to genuine oceanic lakes. The dense liquid houses an ecosystem of its own, where spherical seaweeds gently bob before being devoured by errant spiny crustaceans, which are in turn hunted by strange elder fish and other unseen forces. The beauty of primordial pools is famed among those who have visited the oceanic depths, with some claiming that some pools are a gateway to another world where other civilizations thrive. None that have gone in search of these have ever returned.

Trench

The bottom of the ocean is laden with empty expanses of packed sand, jagged cliffs, and miles of rock. Though seemingly solid, these shelves of stone are often cracked, with tears that extend down to unknowable depths, forming narrow trenches where creatures seek shelter. Many fish make their home among the crags, where the behemoths of the sea cannot give chase, coming out to hunt and explore only on occasion. Many others go deeper, to the very bottom of the trench itself, where they live in absolute darkness and solitude.

Deepest Recess

Deeper even than the ocean floor, nestled at the very bottom of the most gnarled and hostile rock formations, where petrified coral reefs cut like wicked razors and light seems but a broken promise, lies the forgotten underbelly of the world - a rotten pit filled with horrors and despair. Errant anglers must brace themselves to hold on to sanity and reason as they delve into the forgotten darkness of the deepest recess.

DANGERS

The deepest pits of the ocean are a place of primeval forces. Ancient creatures from the origin of life, forgotten energies of creation, and even the remnants of long-collapsed empires still linger in this place, far away from the eyes of surface dwellers. Anglers visiting the deep ocean for the first time might find themselves facing incomprehensible creatures and the overwhelming power of nature in its rawest state.

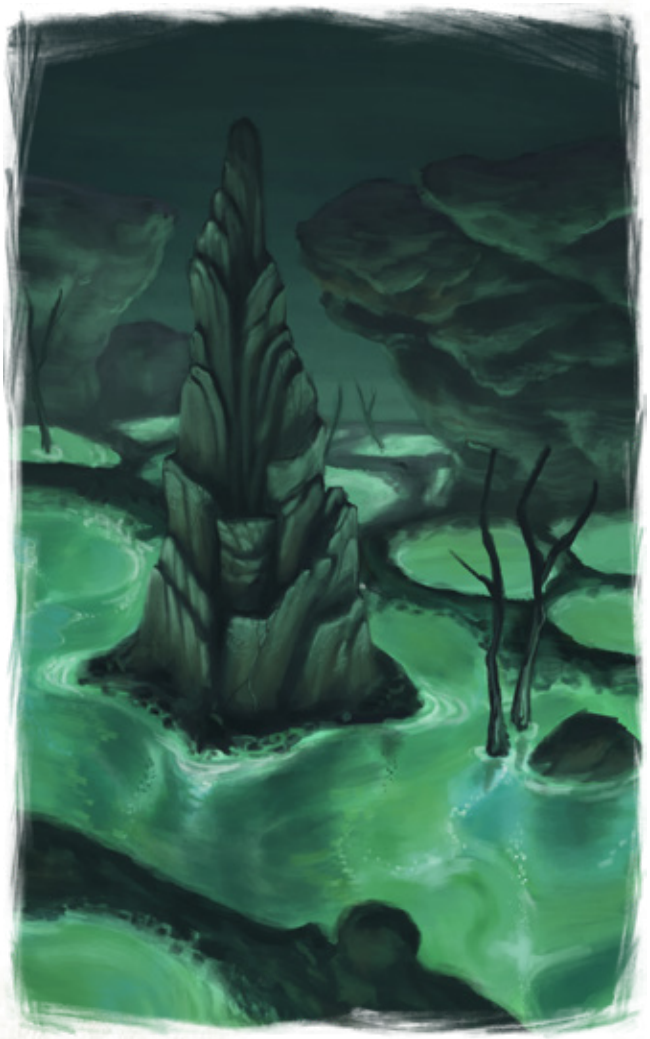
Aberrations. Shapeless primordial beings from both this plane and beyond make their home in the deep recesses of the ocean floor. These beings of pure instinct and raw feeling lurk in the darkness, lashing out violently at anything in their path. Avid explorers must be ready to fight entities never before seen by surface-dwellers.

Darkness. The murky depths of the ocean are so forsaken by the light that even creatures accustomed to darkness will find it a challenge to see without a source of artificial or magical illumination. The lightlessness of the fathoms is made to disorient any who do not belong there and condemn them to be forsaken in the endless pit of the ocean, so expeditionaries and fishers must ensure they procure several means of lighting their way.

Deep Sea Behemoths. The deep waters are home to many primordial beasts, untouched by light or evolution for eons. These ancient creatures roam the dark waters, trawling passively with colossal maws that consume anything in their path. Anglers of the deep must be swift and cunning to avoid becoming a snack for one such creature.

Entanglement. The ocean floor can become a deposit for many things, both natural and not. Heaps of junk, tangled masses of sea flora, massive boneyards of long-deceased creatures, and even cunning traps laid by ambush predators or ancient ocean dwellers can ensnare or entangle the unwary. Deep ocean fishers must make sure to be keenly aware of the terrain they're traversing and well prepared to break free of unexpected obstacles.

Pressure. The deeper an angler ventures into the ocean, the higher the amount of pressure exerted upon them. Land dwellers were not made to withstand the overwhelming barometric forces of the deep recesses of the sea, which can become harmful if an adventurer suffers too much exertion or delves too deep without protective equipment or vehicles.



Sanity. The origins of life on the planet are in the deep ocean. This includes not only ancient creatures forgotten by evolution, but also the origin of feelings, emotions, terrors, and other primal essences of life itself. Being in such close proximity to raw primeval phenomena has driven many a sailor mad, drowning their essence far more than the simple waters could. Anglers will need to rely on each other and on their own fortitude of will to emerge from the depths with their minds intact.

Underwater Currents. The difference in pressure and temperature can vary wildly when traversing the deepest blue. These sudden changes can create strong submarine currents that flow quickly in one direction. Some creatures of the sea have learned to use this to their advantage, being able to migrate great distances with little effort, but an unprepared angler can find themselves whisked away to an unknown region of the ocean, unable to plot a course home.

Volatile Elements. Rogue pools of raw, unreleased elemental energy are strewn about deep trenches and underwater cliffs, remnants of the creation of the world that didn't quite make it to the bloom of life. Such reserves of elements can be wildly unstable, and errant creatures or careless explorers can find themselves triggering wild chain reactions while wandering the deep.

SEASONS & WEATHER

Spring, summer, and winter are words of little meaning in the hidden fathoms of the deep ocean, seldom touched by the light of the sun. However, the events of the waters above are reflected below, as contrast in temperature drives the flow of water upward and downward, and the mood of the tide in the overland reverberates throughout the biome.

Spring and Summer

As the surface begins to warm, some of the cold waters of the deep flow upwards, carrying with them a wealth of nutrients that send the overland fish into a frenzy. Meanwhile, a surge of warmth reaches the deep ocean as well, as the water above cycles downward. Slumbering behemoths emerge from the depths, enticed by the masses of fish feasting there, and predators in general are more active during this period.

Ideal days for fishing during these seasons are the ones when the water warms a bit, but not enough for upward currents or strong tides to form. Occasionally, some light will find its way to the bottom, stirring the fish here into a feeding mood that makes them easier to catch.

Autumn and Winter

During the overland winter, waters from above begin to cool and flow towards the deep ocean once more, carrying with them nutritious organic matter that is sought after by the creatures below, particularly the smallest ones. As the world cools, a small boon is granted to its deepest corners. Conversely, the freezing temperatures above are also felt in the deep, and bodies of ice may begin to form. On dangerous days, sizable chunks of water may begin freezing into icebergs and floating toward the surface, often striking unfortunate vessels or creatures on their way up. The cooling of the waters above increases the pressure below, and traversing the biome becomes that much more difficult for surface dwellers.

Ideal days for fishing during this season are the calmer ones where a bit of warm water finds its way down, the overland currents are not too disturbed, and ice formations don't litter the water.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Tidal waves	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Overland lightning	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Overland storms	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Cold flash	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Warm currents	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Tranquil tides	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Feeding frenzy	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Lower pressure	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Falling overland debris	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Underwater rivers	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Ocean floor geysers	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Rising current	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Calm currents	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Warm waters	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Errant sunrays	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Upwelling	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Overland storms	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Overland hail	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Cold snap	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Increased pressure	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Weak tides	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Clear overland	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Sunny overland	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Feeding abounds	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Icebergs	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Rising floes	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Crushing pressure	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Cold waters	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Lukewarm tide	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Warm flash	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Abating pressure	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Nutrient cloud	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Captain Chig Wire

When the party first enters the hull of the Death Whistle, they'll soon hear a heavy metal clanking as footsteps approach. Turning a corner and flanked by two officers, they'll see the 2 FT. body of Captain Chig Wire (*he/him*), propped up by his 4 FT. long mechanical prosthetic legs. Chig is a stern-looking cavis man wearing a clean-cut military-style burgundy jacket and black leather gloves. His digitigrade metal legs are made of steel, decorated with golden plates, and laden with whirring pistons and spinning mechanisms that lead all the way to his sharp-clawed golden feet.

Chig is in command of the only amphibious deep-sea vessel currently deployed in this region, and he puts the duty of his charge above all else. He is courteous, well-spoken, and will address visitors with respect, always willing to lend a helping hand unless they've done something to seriously endanger his ship or his crew.

Captain Chig is an independent sailor hired out by governments and military organizations to conduct exploratory missions in the deep ocean. His ship, the Death Whistle, carries a crew of 30 cavis and raccling sailors and is capable of overseas and underwater navigation. Chig and his crew are the only semblance of organized civilization in this region. If the anglers hear about Chig in other regions, he will be regarded as a legendary sailor and commander, with nary a bad word spoken about him anywhere.

CAPTAIN CHIG WIRE

MEDIUM HUMANOID (CAVIS), LAWFUL GOOD

Armor Class 17
Hit Points 189 (18d8 + 108)
Speed 40 FT., swim 40 FT.

STR	DEX	CON	INT	WIS	CHA
18(-4)	11(+0)	22(+6)	12(+1)	15(+2)	24(+7)

Saving Throws Con +11, Wis +7, Cha +12
Skills History +6, Investigation +11, Perception +12, Navigation Tools +11
Damage Resistances Necrotic
Condition Immunities Frightened
Senses Passive Perception 22
Languages Common, Cavish, Goblin, understands Deep Speech and Primordial

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

ABILITIES

Aura of Loyalty. Creatures of Captain Chig's choice within 30 FT. of him add 14 Radiant Damage equal to Damage Rolls made with a Weapon Attack once per turn. Targets cannot benefit from multiple Auras of Loyalty.

Magic Weapons. Captain Chig's Weapon Attacks are magical.

Master of the Stars (1/Long Rest). Captain Chig can replace a d20 roll result with a 1 or a 20.

Semi-Aquatic. Captain Chig can hold his breath for up to 30 Minutes.

SPELLCASTING

Captain Chig's Spellcasting Ability is Charisma (spell save **DC 20**, +12 to hit with Spell Attacks).

At Will: Sacred Flame (4d8), Mending, Light

3/day each: Bless (6 Targets), Cure Wounds(6d6+7), Shield of Faith

1/day each: Death Ward, Remove Curse

ACTIONS

Multiattack. Captain Chig makes 2 Spear +3 attacks.

Spear +3. Melee or *Ranged Weapon Attack*: +9 to hit, reach 5 FT. or range 20/60 FT., one target. *Hit*: 10 (1d6 + 7) Piercing Damage, or 11 (1d8 + 7) Piercing Damage if used with two hands to make a Melee Attack plus 22 (5d8) Radiant Damage.

BONUS ACTIONS

Sprint. On each of his turns, Captain Chig can take the Dash Action.

FISHING STYLES & TECHNIQUES

Still Fishing Style. Captain Chig uses his Wisdom Modifier when making Fishing Checks.

Palas Takk

On the west side of the Death Whistle, the party can find a section with elaborate decorations on the outside, designed to make it look like a city storefront. Artificial plants in little pots line the entrance, which has a painted wooden sign that reads "The Master of Quarters".

The area is run by Palas Takk (*they/them*), who is the quartermaster of the vessel. Palas is a green-furred raccling with long, floppy ears that suggest their goblin ancestry. The long fur on top of their head has been dyed platinum and is styled in a long fishtail braid that reaches the bottom of their torso. They speak quickly and loudly, always addressing visitors as if they were customers in a fancy boutique.

Palas is a respected figure on the ship, as they are responsible for all supplies and logistics aboard, which they manage from their "store". When not on duty, they are an avid gambler, often seen chasing down a crew member or two to engage in a friendly card game. They sleep in their assigned quarters, located on the vessel's east wing. They have also decorated their room to look like a luxurious brick apartment from a metropolitan city.

Some theorize that Takk is a false surname. When asked about this, or if Palas's past or family is brought up, the chatty raccling will become uncharacteristically quiet, only to immediately change the subject. Inhabitants on the Death Whistle know best to leave the subject alone.

GM's Notes: The Death Whistle is a safe location your party can go to for Deep Ocean exploration and fishing, but it can be whatever you want it to be. Whether it is a submersible whose focus is scientific research, or an undersea warship - the Death Whistle's purpose is entirely up to you.

PALAS TAKK

SMALL HUMANOID (RACCLING), CHAOTIC GOOD

Armor Class 19 (studded leather)
Hit Points 161 (19d6 + 95)
Speed 30 FT.

STR	DEX	CON	INT	WIS	CHA
12(+1)	24(+7)	20(+5)	16(+3)	12(+1)	14(+2)

Saving Throws Dex +13, Int +9, Wis +7
Skills Intimidation +8, Perception +13
Senses Blindsight 120 FT., Darkvision 60 FT., Passive Perception 23
Languages Common, Goblin, Raccish
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

ABILITIES

Iron Stomach. Palas has Advantage on Saving Throws against being Poisoned.

Keen Smell. Palas has Advantage on Wisdom (Perception) Checks that rely on smell.

Sneak Attack (1/Turn). Palas deals an extra 35 (10d6) damage when they hit a target with a Weapon Attack and has Advantage on the Attack Roll, or when the target is within 5 FT. of an ally of Palas that isn't Incapacitated and Palas doesn't have Disadvantage on the Attack Roll.

Tool Mastery. Palas has Expertise with all Tools.

ACTIONS

Curved Dagger +3. Melee or *Ranged Weapon Attack*: +16 to hit, reach 5 FT. or range 20/60 FT., one target. *Hit*: 12 (1d4 + 10) Piercing Damage.

BONUS ACTIONS

Quartermaster's Pistol +3. *Ranged Weapon Attack*: +13 to hit, range 30/120 FT., one target. *Hit*: 17 (2d6 + 10) Piercing Damage.

Raccling Tumble. On each of their turns, Palas can take the Dash, Disengage, or Hide Action. In addition, Palas's Movement Speed increases by 5 FT. while they Disengage.

REACTIONS

Uncanny Dodge. When an attacker that Palas can see hits them with an attack, Palas can use their Reaction to halve the attack's damage against them.

FISHING STYLES & TECHNIQUES

Fly Fishing Style. Palas uses their Dexterity Modifier when making Fishing Checks.

Dredge (Expert). While utilizing this Technique, when Palas's Fishing Table Roll result is between 36 and 100, they instead roll on the Junk Table of the environment they are fishing in. Any other rolls hook nothing.

QUEST HOOKS

Must Be My Lucky Day

When visiting Palas, it will never take long for them to ask the party to play a game of chance, with cards being their favorite. They are particularly a fan of a game called Five Gobby Gambit, and with gambling being their favorite hobby, many crewmates avoid Palas due to their legendary luck and skill. Dozens aboard the ship have parted from their weekly earnings on more occasions than they would care to admit. Palas is always willing to play a hand with fresh ensigns and has a purse of 1,000 GP per day they are willing to gamble with.

At this point, you can have anglers make Checks or simply roll a d20 to represent the hands they are getting. It doesn't matter what the result is because Palas will always have the winning hand.

> "Tough luck, chum! Come back when you want to lose some more gold."

Palas is an extremely talented cheat who rigs virtually every game they play. If anyone questions if Palas is cheating, have the angler roll a Wisdom (Perception) Check (**DC 15**). On a success, Palas's trick will be exposed and they will laugh heartily, paying back any gold lost from previous games.

> "The real gamble was whether or not someone would call me out. Guess my luck finally ran out. Well then... how 'bout we raise the stakes?"

Palas, wanting to keep the thrill alive, will propose a different kind of victory condition with their game of Five Gobby Gambit and is even willing to up their bets to 10,000 GP per day.

Instead of trying to win the better hand, if the anglers are able to catch Palas and prove how they are cheating, the anglers will win the hand. Once again, anglers can make a Wisdom (Perception) Check - but now the DC is 20. After every game the anglers win, the DC goes up another 5, to a maximum of 30.

The anglers can also try to out-cheat Palas. Instead of making a Wisdom (Perception) Check against the DC, they can opt to make a Dexterity (Sleight of Hand) Check instead to get the winning hand. Palas will be especially impressed if they are out-cheated.

REWARD

No matter how the anglers win the game, Palas will always be a good sport and fulfill their bets. If an angler manages to beat Palas while the DC is 30, they will reward the winning angler with their lucky deck of cards.

> "A gift for giving me some of the best games of my life. This deck has always given me luck... well before today, at least."

Palas's Lucky Deck — **RARE**

Consumable

A set of worn cards from Palas. They may have been a cheat, but as you palm the deck, you can't help but feel like today is going to be your lucky day...

Before rolling a d20, you can expend the magic of these cards. When you do so, you can forgo making the roll, and take the result as if you had rolled a 20 instead. Once used, this becomes a normal set of cards.

2,000 GP

The Birthplace of Evil

If the party is in good standing with Captain Chig, and he believes they are capable of navigating the dangers of the deep ocean, he will approach them with a call for aid. He will tell them about his numerous missions to these murky waters through the years and state that in the recent past, they have become increasingly dangerous and taxing on his and his crew's physical and mental well-being. Horrible creatures not from this world have become increasingly emboldened to assault his position, to the great concern of all who reside on the vessel. He believes the source lies at the bottom of the Deepest Recess, the lowest point in the region from which evil and fear stem.

Chig will propose a simple solution: detonate the mouth of the recess, collapsing its entry and excising it from the rest of the ocean.

> "Whatever is down there can stay down there."

He will provide the party with a cache of military-grade explosives and a remote detonator, instructing them to approach the horrendous pit with stealth and caution, lest the terrors within spell doom for them as they have for so many others.

Reaching the Deepest Recess will require the anglers to navigate through the entire deep ocean to the bottom of a trench, possibly encountering eldritch creatures along the way. Approaching the mouth of the recess undetected will require a Dexterity (Stealth) Check (**DC 30**), as the creatures within are highly attuned to their rotten lair. If the party is detected, Phobos (PG. 309) will charge from within and initiate combat with them, sensing their ill intent and seeking to destroy them immediately. This Phobos will have 100 additional Hit Points, and will retreat when first dropped below 100 Hit Points.

REWARD

If the anglers use the explosives on the mouth of the recess, the creatures inside will be sealed, making the Deepest Recess Fishing Table unavailable. If they return to the Death Whistle after the deed has been done, they will be heralded as heroes and promised the undying loyalty of the crew. They will reward the party with any item up to Very Rare rarity of their choice (from this book) - chosen from within the Death Whistle's armory. Overland nations will also hear of these tales of bravery, rewarding the anglers with a combined pool of 10,000 GP.

However, such primal forces are not so easily contained, and within 1d4 Months, a new Deepest Recess will appear in a different region of the deep ocean. Finding the new recess will require an Intelligence (Arcana) or Wisdom (Survival) Check (**DC 25**).

Lost Limbs

If an angler finds Cavis Leg Bones while out fishing, they may take it back to Captain Chig and show it to him, at which point he will instantly recognize this as his own leg by the distinct bite mark and will be bewildered if not pointedly excited. He will ask if he can have it as a keepsake, saying that although he has no use for it anymore, it's a piece of him and a mark of his angling history.

If the angler refuses to give the leg back, Chig will be confused and a bit irate but relent that it was their catch and won't take it from them.

If the angler agrees and forfeits the leg, Chig will be pleased and grateful in equal measure, expressing his intent to have it cleaned and displayed as a macabre reminder of the dangers of the deep. Captain Chig will say in jest that maybe the anglers could catch the fish that took his legs in the first place. If given the second leg, Chig will be flabbergasted. He'll thank the angler sincerely, saying that he'll be telling the story for years to come.

REWARD

- If the party finds one leg, Captain Chig will give the angler 10 pieces of Environment Bait (Deep Ocean) (PG. 154) from his personal stash.
- If the party finds both legs, as a reward, Captain Chig will give the party a Ring of Regeneration (SRD 5.1) and 5,000 GP from his personal stash. If questioned about Captain Chig's lost limbs potentially being regrown from the ring, he will explain that he has tried, and his legs will not grow back, suggesting whatever took his legs may be more of a threat than realized.

SHOPS

The Master of Quarters

> "Welcome, esteemed patrons, to your trusted boutique beneath the waves! Please excuse us if we must close down earlier; there is a wonderful show at the Opera tonight".

The uncanny corner of the ship where Palas works is clad in burgundy curtains, thick rugs, and elaborate chandeliers despite dealing mostly in military equipment and mechanical parts. The "shop" is frequently visited by crewmembers who need equipment issued or repairs made and even a handful that come to purchase from Palas's inventory of trinkets.

The Master of Quarters sells all mundane adventuring equipment and has a rotating random uncommon, rare, and very rare magic item in stock. You can also sell any fish and parts here.

Palas keeps an old hook in a picture frame in the back of the room. If asked about it, they just say it's a memento from their childhood and won't elaborate further.

THE MASTER OF QUARTERS (10% MARK UP)

Item	Page	Cost
Autoswimmer	PG. 145	2,200 GP
Diving Gear	PG. 146	220 GP
Harpoon Gun	PG. 148	275 GP
Inkblink Mochi	PG. 156	55 GP
Fine Wine	PG. 161	2,200 GP
Underwater Headlamp	PG. 177	220 GP
Potion of Water Breathing	SRD 5.1	220 GP

DEEP OCEAN CATCH TABLES

PRIMORDIAL POOL FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	World Tree Mite	PG. 109	13	23	1	1	1,000 xp	960 GP
56-65	False-Spider Lurker	PG. 74	14	24	3	2	1,725 xp	2,040 GP
66-75	Primordial Tardigrade	PG. 93	15	25	3	2	1,950 xp	3,000 GP
76-80	Living Ink	PG. 85	16	26	3	2	2,250 xp	4,200 GP
81-85	Guillotine Crab	PG. 80	17	27	3	2	2,700 xp	6,900 GP
86-90	Blacksun Fish	PG. 58	18	28	5	3	4,000 xp	15,200 GP
91-95	Love	PG. 84	19	29	7	4	5,500 xp	31,500 GP
96-100	*The Big One*	PG. 104	20	30	9	5	7,500 xp	63,000 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

ATOLL FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
1-35	Nothing	N/A	N/A	N/A	N/A	N/A		N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A		N/A
46-55	Hope Minnow	PG. 81	13	23	1	1	1,000 xp	960 GP
56-65	Arachnofish	PG. 54	14	24	1	1	1,150 xp	1,360 GP
66-75	Singing Lionfish	PG. 98	15	25	1	1	1,300 xp	2,000 GP
76-80	Junkfish	PG. 82	16	26	3	2	2,250 xp	4,200 GP
81-85	Titan Arthropleura	PG. 105	17	27	3	2	2,700 xp	6,900 GP
86-90	Blind Glassfish	PG. 59	18	28	2	2	4,000 xp	15,200 GP
91-95	All-Fish	PG. 53	19	29	3	3	6,600 xp	37,800 GP
96-100	The Angler	PG. 104	20	30	5	4	8,750 xp	73,500 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

DEEPEST RECESS

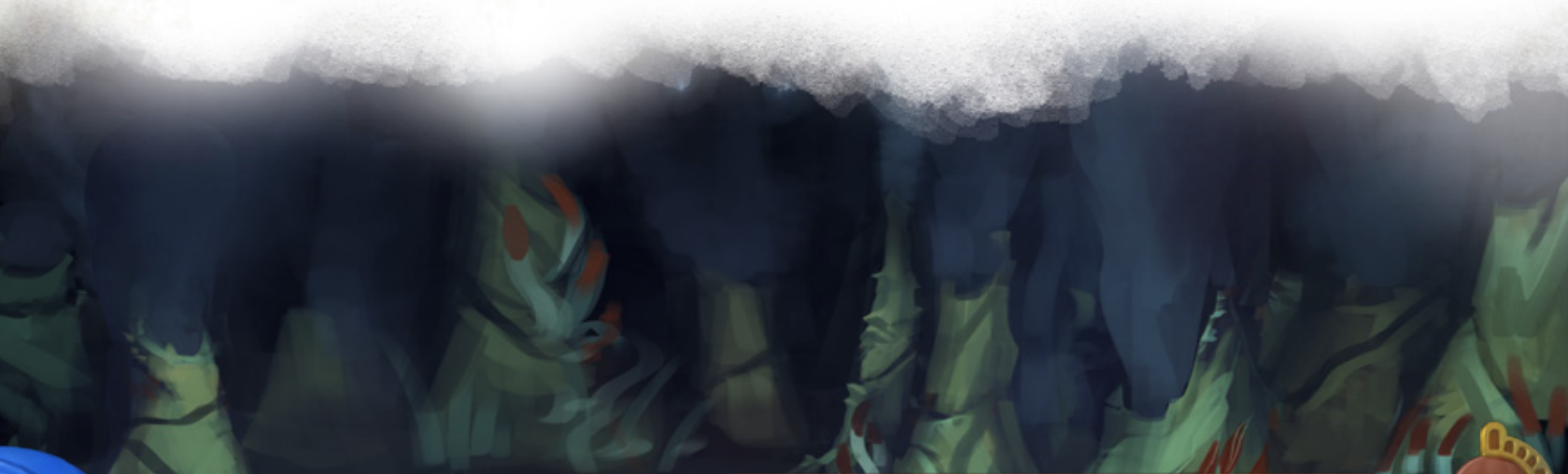
d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Corrupt Squirt	PG. 66	13	23	2	2	2,000 xp	1,920 GP
56-65	Neurolamprey	PG. 88	14	24	2	2	2,300 xp	2,720 GP
66-75	Ether Tunneler	PG. 73	15	25	2	2	2,600 xp	4,000 GP
76-80	Teratoma	PG. 104	16	26	3	3	4,500 xp	8,400 GP
81-85	Smiler	PG. 99	17	27	3	3	5,400 xp	13,800 GP
86-90	Bloodfish	PG. 60	18	28	3	3	6,000 xp	22,800 GP
91-95	Vengeance Trawler	PG. 106	19	29	4	4	8,800 xp	50,400 GP
96-100	Phobos	PG. 92	20	30	5	5	12,500 xp	105,000 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

DEEP OCEAN CATCH TABLES

DEEP OCEAN JUNK TABLE

d100	CAUGHT	PAGE
01-02	Petrified Wheel of Cheese	PG. 129
03-04	Odd Wardrobe	PG. 127
05-06	Bag of Devouring	SRD 5.1
07-08	Bone Shiv	PG. 112
09-10	Tainted Blade	PG. 136
11-12	Overdue Bill	PG. 128
13-14	Ball of Kelp	PG. 111
15-16	Beer Barrel	PG. 112
17-18	Heavy Chains	PG. 123
19-20	Trident of Fish Command	SRD 5.1
21-22	Firewood Stove	PG. 120
23-24	Miracle Salve	PG. 127
25-26	Enormous Undergarments	PG. 119
27-28	Sizable Spring	PG. 133
29-30	Golden Laurels	PG. 122
31-32	Picnic Basket	PG. 129
33-34	Box of Incense	PG. 113
35-36	Rusted Turret	PG. 131
37-38	Behemoth Lure	PG. 112
39-40	Bottle of Rum	PG. 113
41-42	War Drum	PG. 138
43-44	Potion of Healing, Supreme	SRD 5.1
45-46	Aristocrats' Portrait	PG. 111
47-48	Pelagic Statue	PG. 129
49-50	Cat	PG. 115

d100	CAUGHT	PAGE
51-52	Battle Cards Game	PG. 111
53-54	Cavis Leg Bones	PG. 115
55-56	Ship Wheel	PG. 133
57-58	Ring of Elemental Command (Water)	SRD 5.1
59-60	Student's Notebook	PG. 135
61-62	Immovable Rod	SRD 5.1
63-64	Enormous Metal Spoon	PG. 119
65-66	Magic Audio Journal	PG. 126
67-68	Preserved Tentacle	PG. 130
69-70	Stylish Walking Boots	PG. 135
71-72	Fossil	PG. 121
73-74	Espionage Briefcase	PG. 119
75-76	Salt Lamp	PG. 132
77-78	Etched Bracelet	PG. 119
79-80	Farewell Letter	PG. 120
81-82	Bedframe	PG. 112
83-84	Pet House	PG. 129
85-86	Iridescent Fish Sculpture	PG. 124
87-88	Lucky Coin	PG. 126
89-90	Glowing Rod	PG. 122
91-92	Red Quilt	PG. 130
93-94	Ruined Ancient Armor	PG. 131
95-96	Gold Bar	PG. 122
97-98	Rough Diamond	PG. 131
99-100	Staff of Frost	SRD 5.1



HELLS

"This hellscape is a twisted place, made for penance and suffering. Everything that is beautiful finds itself twisted here, a dark reflection of the material plane. Outsiders come in search of forbidden powers and formidable deals but, more often than not, find themselves doomed down here with the rest of us."

- Kam Ordos, Fallen Fey

An endless expanse of barren wastes with the harshest conditions imaginable by any creature, the hells make up a plane of torment, where doomed souls go to suffer forever at the hands of devils and other infernal denizens, who relish the opportunity to possess mortals in any capacity.

At times fiery, at times rotten, and at times frozen, hell offers a flavor of misery for everyone, including the poor wretches cursed to inhabit the wastes. Anglers ranging from levels 17-20 are sure to meet their match when traversing these fierce lands.

Despite all of the terrors and torments, hell also hides untold bounties. Powerful patrons, ancient artifacts, and primordial forces lay hidden amid the brimstone and ashes, ready to grant mortals incredible boons. If they pay a steep price, that is.

Fishing in the hells requires facing untold challenges, as the ever-changing landscape itself opposes the travels of outsiders, and terrible creatures lurk within the lava and the land itself. Even seasoned anglers will find it taxing to ensnare the fish of these lands, as only the most resilient creatures can carve out a life for themselves in hell itself.

GEOGRAPHY

Lava River

Raging torrents of molten stone and pure fire where blazing fish and other primordial forces dwell, lava rivers are a staple of the hellscape, which is crisscrossed by a near-infinite number of them that originate from an unknown source of eternal fire. Lava rivers can be hundreds of feet wide and flow with incredible, destructive speed. Floods from these rivers have been known to ravage entire plains of the barren wastes, and old stories even tell of ancient devil cities that have fallen to the rage of the everlasting blaze.

Howling Crag

A dark recess deep in the wastes of hell, the howling crags are a system of sheer cliffs and trenches that hide pools of water where phantasmal fish dwell. Many lost spirits find themselves drawn to the crags, where they take up pelagic forms in an attempt to find some peaceful living in the tormenting hells, as even powerful devils think twice before visiting the unholy crags, lest they face the rage of the fallen in their own homes.

Soul Pit

A deep pit that contains a powerful whirlwind of spiritual energy that houses only raw life essence. The soul pit contains many unclaimed souls, forever swimming in pain within the vortex, as well as others damned to be thrown in with them. Infernal denizens often use the soul pit as punishment for unruly mortals, who end up inside the endless void as their physical body withers into a distilled soul to be consumed later or simply abandoned in the pit.

Devil anglers enjoy fishing in the soul pit in search of errant radiant souls to add to their collection.

DANGERS

The hells are not a kind place to anyone, outsider or otherwise. Most natural and devil-made forces in this plane seem to have harmful intent towards all but the most privileged of denizens, and only the most powerful visitors should even consider standing up to the dangers of the plane. From the hostile, shifting landscapes to the nefarious intent of influential fiends, and the ever-present risk of simply burning alive, the hells will require anglers to be more cautious than they've ever been before.

Devils. Most denizens of the hells are powerful creatures with unique magic capabilities and a penchant for tormenting mortals and outsiders, either for fun or profit. If they are perceived as weak, groups of visiting anglers might find themselves in the crosshairs of powerful fiends that wish harm upon them. Seeking the aid of a local guide or temporary patron could shield the anglers from the nefarious intentions of devils.

Hellfire. Though the seasons can have a strong effect on the hells, they remain primarily a plane of fire. Lava rivers course the land above and below ground, and bursts of hellfire can happen at any moment as lava geysers become suddenly active and burst through the air. Fiery rainfall is not unusual, and lava floods can level entire fields in seconds, so anglers will want to stay on their feet and equip themselves appropriately to deal with the eternal flame.

Infernal Law. Hell has a sturdy and obscure code of law that outsiders are not frequently privy to, and certain actions that might seem perfectly mundane in the material plane could be considered a transgression of the legal system in infernal cities. Anglers from other planes will want to tread carefully when dealing with infernal societies and inform themselves as best as they can on what could be considered illegal or contraband while in hell.

Predatory Contracts. Infernal society is built around a set of complex and strict rules and laws that must be followed to the letter under harsh penalties. In their dealings with mortals and outsiders, powerful devils enjoy offering grandiose deals that seem too good to be true - and more often than not, they are. Many devils are either well versed in the art of contract making, or have an infernal attorney they can rely on to craft the most convoluted documents with cleverly disguised draconian terms that often work directly against mortals that sign them. Visiting anglers must be extremely cautious of entering into an agreement with any devil without first examining the conditions very thoroughly.

Shifting Landscape. The hells reshape themselves constantly throughout the seasons, with only permanent settlements staying in the same place for an extended period. The shifting seasons erode and bloat the earth, changing the landscape in extreme ways that are barely recognizable even to the trained infernal eye. Along with the risk of becoming lost, the evolving wilds can collapse or grow at any moment, creating dangerous hazards for unwary visitors.

SEASONS & WEATHER

The hells are a place of extremes: A reflection of the prime plane where phenomena such as the seasons are twisted and stretched to their most intense manifestations, which make life for outsiders a complicated affair. Having no climate of its own, hell manifests the passage of time through powerful elemental magics that scour the entire plane.

Spring and Summer

Infernal spring is a time of growth. Unchecked, limitless growth. Local vegetation, fauna, and even earthy formations all become bloated, frequently sprouting new gnarled appendages. Creatures of the plane pulsate and throb grotesquely as they drag their swollen bodies through the hellish fields, and the landscape shifts as the ground itself grows in unexpected directions in a phenomenon known as "The Bloat."

Fishing is best practiced on days when the irrepressible growth rests as it gathers energy for another sickly push. Such days bring an unusual sense of calm to the hells as the plane itself grows still and gets a brief moment of respite.

Summer in hell is fire itself. The entire plane increases in temperature to near-boiling levels, and titanic firestorms incinerate the wilds, leaving behind little more than scorched earth and steaming carcasses that are soon set upon by surviving scavengers.

Though deadly, firestorms are a boon to lava fish and other chthonic creatures that thrive in the heat, as the carnage that follows in the wake of a tempest gives them plenty to feast on. The days after strong storms are ideal for hellish anglers.

Autumn and Winter

When autumn arrives in the hells, a strong scent of decay and death fills the air as fauna and flora alike begin to rot even as they walk. Clouds of necrosis fill the skies, and festering rain falls across the land. Putrefied sections of earth become hollowed out and collapse frequently, as the landscape reshapes itself as a decaying corpse would.

Even death can bring life, and anglers will find rich days for fishing as creatures feed on newly found masses of organic material.

Winter brings desolation to hell. Chill storms cut through the air as if they were blades, and wandering creatures frequently find themselves frozen in a flash. Petrified cold statues dot the landscape, and what little life survived the deadly autumn tends to scurry away in search of refuge from the freezing cold.

The stillness can be a boon to infernal anglers, as few predators or unpredictable spikes of magic interfere with their craft. Particularly silent days make for plentiful catches.

SPRING WEATHER TABLE

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	The Bloat	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Mortal growths	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Evolving earth	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Pulsating floods	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Soothing rains	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Growth abates	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Remission	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Calm	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

SUMMER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Blazing tempest	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Firestorms	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Flame rain	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Boiling heat	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Abating heat	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Windy	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Afterstorm	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Fire feast	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

AUTUMN WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Necrostorm	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Rotfall	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Decaying earth	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Festering soils	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Cleansing winds	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Rot subsides	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Necrotic upwelling	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Carrion extravaganza	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

WINTER WEATHER CHART

d100	WEATHER/TEMPERATURE	EFFECT (SIMPLE)	EFFECT (PRECISE)
01-05	Guillotine flash freeze	Disadvantage on Fishing Table Rolls Disadvantage on Fishing Checks	-15 to Fishing Table Rolls -3 to Fishing Checks
06-10	Jagged blizzard	Disadvantage on Fishing Table Rolls	-10 to Fishing Table Rolls
11-20	Frozen dust storm	Disadvantage on Fishing Table Rolls	-5 to Fishing Table Rolls
21-35	Bone-chilling cold	Disadvantage on Fishing Table Rolls	-1 to Fishing Table Rolls
36-65	Fair weather	Neutral	No Effect
66-79	Warming steam clouds	Advantage on Fishing Table Rolls	+1 to Fishing Table Rolls
80-89	Heating geysers	Advantage on Fishing Table Rolls	+3 to Fishing Table Rolls
90-94	Clear skies	Advantage on Fishing Table Rolls	+5 to Fishing Table Rolls
95-100	Absolute stillness	Advantage on Fishing Table Rolls	+10 to Fishing Table Rolls

LOCAL ANGLERS

Valester

While visiting the Soul Pit, the anglers may spot a tall devil with impressive posture fishing off the edge with a shining golden rod. If they approach, they'll be greeted politely by Valester (*he/they*), a red-skinned fiend wearing an elegant white dress shirt with rolled-up sleeves and gray pinstripe pants. Valester's appearance is meticulously kept, with not a single kink to be found on any of his sharp black claws or a hair out of place in his long burgundy mane. Their head is crowned by a pair of dual-pronged horns, one of which bears the golden marks of having been repaired with gold.

Valester has the dry demeanor of a professional. After speaking to him for a while, the anglers will learn that he is a well-regarded infernal attorney who works as a prosecutor for the devil courts. Valestar is tasked with persecuting devils that overstep their bounds and go against hellish law in their search for power, and he holds his mission above all else.

If the anglers seem formidable enough, Valester will offer his services if the party requires legal counsel during their trips. Valester is a straight shooter and generally won't resort to trickery or predatory agreements with others unless it's part of their quest to bring down a hellish criminal.

Most other devils will speak of Valester in glowing words, praising him as a champion of the law and a formidable ally to have, though those on the lower hierarchy of infernal society might be resentful of his status.

Valester lives with their three pet hell crows in a sizable - but sparsely decorated - abode near the center of town, where he frequently meets with other members of the court system.

VALESTER

LARGE FIEND (DEVIL), LAWFUL EVIL

Armor Class 18 (natural armor)
Hit Points 220 (21d10 + 105)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	22 (+6)

Saving Throws Str +12, Dex +9, Wis +9, Cha +12
Skills History +13, Insight +15, Investigation +13
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks not made with Silvered Weapons
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception 13
Languages Infernal, Telepathy 120 ft.
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

ABILITIES

Devil's Sight. Magical darkness doesn't impede Valester's Darkvision.

Magic Resistance. Valester has Advantage on Saving Throws against spells and other magical effects.

Reactive. Valester can take one Reaction on every turn in a combat.

ACTIONS

Multiattack. Valester makes 3 Fiery Lash attacks or 2 Hurl Flame attacks.

Fiery Lash. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 19 (2d12 + 6) Piercing Damage plus 18 (4d8) Fire Damage.

Hurl Flame. *Ranged Spell Attack*: +12 to hit, range 150 ft., one target. *Hit*: 54 (12d8) Fire Damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

FISHING STYLES & TECHNIQUES

Enchanted Fishing Style. Valester uses their Charisma Modifier when making Fishing Checks.

Kam Ordos

While traversing the hells, anglers may spot a strange green grove among the barren landscape. In the center of the grove, the party would encounter a tall and spindly creature spinning a golden metal ball on the tip of their index finger. The being will turn to regard them with a cocky grin and introduce themself as Kam Ordos (*they/them*). Kam has elven features that seem to have shifted over time. Their left hand has become blackened, with sharp claw-like nails, and their short red hair barely hides a pair of budding curved horns.

Kam is pleasant, if a bit frantic. They seem to become enthralled when an angler speaks but are quick to turn their attention to other topics as the conversation advances. They may offer a cup of mossy tea to the party, only to forget a second later, and may often speak in riddles as they chuckle. If they trust the anglers, they will share with the party that they are a former archfey, now turned devil due to a dreadful bargain.

Other hellish denizens will be divided when talking to the party about Kam. Powerful fiends and soul owners will scoff at the mention of Kam, though careful about insulting them.

KAM ORDOS

LARGE FEY (DEVIL), CHAOTIC GOOD

Armor Class 19 (natural armor)
Hit Points 220 (21d10 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	21 (+5)	16 (+3)	18 (+4)	22 (+6)

Saving Throws Con +11, Int +9, Wis +10, Cha +12
Skills Acrobatics +18, Arcana +9, Insight +16, Medicine +10, Nature +15, Perception +16
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks not made with Silvered Weapons
Damage Immunities Fire, Poison, Psychic
Condition Immunities Charmed, Poisoned
Senses Passive Perception 26
Languages All

Challenge 20 (25,000 XP) **Proficiency Bonus** +6

ABILITIES

Devil's Sight. Magical darkness doesn't impede Kam's Darkvision.
Magic Resistance. Kam has Advantage on Saving Throws against spells and other magical effects.
Reactive. Kam can take one Reaction on every turn in a combat.
Speak with Beasts and Plants. Kam can communicate with Beasts and plants as if they share a language.
Tree Stride. Once on their turn, Kam can use 10 ft. of their Movement to step magically into one living tree within their reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be Large size or larger.

SPELLCASTING

Kam's Spellcasting Ability is Charisma (spell save **DC 20**, +12 to hit with Spell Attacks).
At Will: Lesser Restoration, Inflict Wounds (6d10), Moonbeam (4d10)
3/day each: Chain Lightning, True Seeing, Wind Walk
1/day each: Power Word Stun, Greater Restoration, Sleep (21d8)

ACTIONS

Bounce Attack. Kam attacks with the Golden Metal Ball. If there is a creature within 30 ft. of the target of the Golden Metal Ball, Kam may attack them as well. Kam cannot attack the same creature with the Golden Metal Ball in the same Action.
Golden Metal Ball. Melee or *Ranged Weapon Attack*: +12 to hit, reach 10 ft. or range 30/90 ft., one target. *Hit*: 20 (4d6 + 6) plus 7 (2d6) Psychic Damage.

BONUS ACTIONS

Gnarled Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 24 (4d8 + 6) Piercing Damage plus 9 (2d8) Necrotic Damage. On a successful hit, Kam regains a number of Hit Points equal to the damage dealt of this attack, to a maximum of 20 Hit Points restored.

FISHING STYLES & TECHNIQUES

Enchanted Fishing Style. Kam uses their Charisma Modifier when making Fishing Checks.
Soul Harvest [Expert]. Kam gains a +10 bonus to rolls made on the Fishing Table and +3 bonus to Fishing Checks. However, if Kam does not hook a fish or if Kam does not catch a hooked fish, Kam suffers 1 Fishing Ordeal. In addition, Kam's Maximum Hit Points is reduced by 10. Kam may regain any lost Maximum Hit Points by completing a Long Rest or a Greater Restoration spell.

QUEST HOOKS

A Web of Fire

If the anglers establish a rapport with Valester and he considers them capable and ambitious, he may approach them with a particular request. One of their current cases as a prosecutor is against a Pit Fiend named Damabiath (*she/her*), who stands accused of divulging infernal secrets to a mortal with whom she has formed a pact. Unfortunately for the court, Damabiath is a highly influential devil who has surrounded herself with very useful sycophants who have skillfully wiped any traces of evidence linking their mistress to wrongdoing. Valester is absolutely certain of Damabiath's guilt and will claim that she has even gone so far as to admit it to their face, but without solid evidence, there can be no case. Seeking to bring down the transgressor, Valester will request the help of the anglers in fabricating evidence against Damabiath.

If the party accepts, Valester will describe his plan: in lieu of bringing Damabiath down using her current mortal servant, he plans to forge a fake pact with a different mortal in Damabiath's name and then link the crime to them. Valester has managed to obtain a few shavings of her claws and has access to an infernal forger that can replicate both the style of her warlock contracts and their effects, albeit temporarily. In order to complete the ritual and create the fake pact, Valester requires a vial of Damabiath's blood and the blood of a Brimfish Matriarch (PG. 61), which can be caught in the nearby Lava River.

The party can choose to fight Damabiath for long enough to draw the required blood, but they will need to succeed on a Dexterity (Stealth) Check (**DC 30**) to avoid the blood collection to be noticed. If they fail, Damabiath will be alerted to her blood being stolen for an unknown reason and may uncover Valester's entire plot when the trial comes.

If the party kills Damabiath during the fight, Valester will be frustrated with the party's lack of finesse. They will still take the vial of her blood but say that it is now pointless since the perpetrator can't stand trial. Valester refuses to give a reward for such careless work; however, they promise not to report the party to the authorities since he initiated the deal.

GM's Notes: If the party finds a creative way to acquire Damabiath's blood without combat, allow them to explore that option. Any DCs for Skill Checks should be kept high (25-30) as well as Saving Throws (20).

Upon successfully obtaining Damabiath's blood without killing her and returning it to Valester, they will be extremely pleased and set his plans in motion.

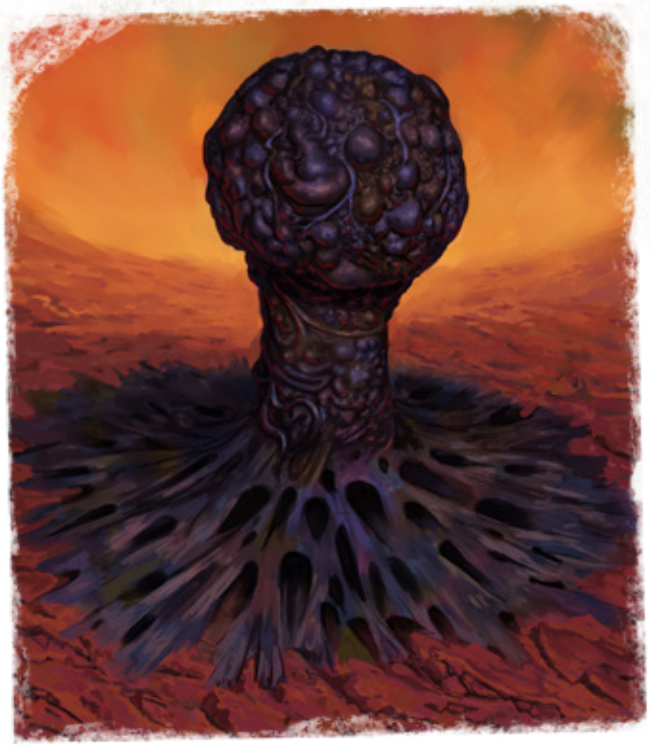
REWARDS

Valester always pays their debts, and will give the party 50,000 GP for the vial of blood.

Beacons In The Wastes

When the party speaks with Kam, they will be quick to proclaim their disdain for the state of their new home in the hells. They are especially appalled by the corrupted ways spring manifests in these lands. As a former patron of healing, they are dismayed about the cancerous growth that takes hold of the hellscape and shifts it beyond recognition, year after year. Kam describes it as a Spire of Growth, and wants to destroy the source of the tainted magic that causes it, but locating it is nigh impossible due to the changing lands of hell. To do so, Kam will require one type of every fish that can be caught in the nearby Pool of Decay (Acid Fish (PG. 53), Molten Wretch (PG. 86), Volatile Urchin (PG. 107)), which will be used as part of the ritual to discover the location of the Spire of Growth.

Upon returning to Kam with the fish, they will be quite pleased with the anglers' efforts. Kam will be able to pinpoint the location of the Spire of Growth using parts of the fish gathered for a powerful scrying spell. They will task the party with destroying the sickening disease of the land, once and for all. They will grant the party a fey map to guide them towards the spire, which is a horrendous organic mass that sprouts up in the wastes and from which the unrestricted growth and bloat stem.



The path to the Spire will be filled with powerful infernal creatures, driven into a frenzy by the painful swelling and bloat that affects the land. The anglers may have to fight their way through the enraged denizens of the wastes until they spot the Spire in the distance. It is a blackened mass of skin-like tissue that rises to about 100 FT., coursed through by pulsating black capillaries and other disgusting growths.

The Spire of Growth (PG. 318) is surrounded by a powerful necrotic aura that causes bloat on most things around it. The Spire uses the same stat block as a Balor, except it is Gargantuan sized, has 0 Movement Speed, has a Dexterity Score of 0, automatically fails Dexterity Saving Throws, and Attack Rolls against the Spire are made at Advantage. The Spire's attack is Devastating Force that lashes out against the party. Instead of a Fire Aura, the spire has a Necrotic Aura where each creature who starts their turn within 15 FT. of the Spire must succeed a Constitution Saving Throw (**DC 19**) or suffer a Level of Exhaustion. Destroying the Spire will still have the same effect as the Death Throes of the Balor.

If the Spire is destroyed, it will begin to melt into a disgusting organic liquid that will form a permanent pool in this location, unlocking a specialized Pool of Decay with a permanent +20 bonus to Fishing Table Rolls.

REWARDS

Kam is eternally thankful - knowing the change to the area will not happen within any mortal's lifetime. As thanks for destroying a harrowing phenomenon, Kam rewards the party with their most treasured bow: the Embrace of the Woods (PG. 166).

SHOPS

Barboz's Shack

While traversing an infernal city, the anglers may hear someone trying to get their attention from a dark corner. If they approach, they'll discover Barboz (*he/him*), a perfectly spherical little devil that floats a couple of feet off the ground. Barboz has a pair of minuscule, sharp horns atop his head and tiny but muscular arms and legs dangling from his round body. He will beckon the anglers closer and make conversation with them. He will claim to be in possession of several goods that outsiders could find useful when dealing with stronger devils. If they follow, they'll be led to a ramshackle shed nestled away in an alley where Barboz keeps his ill-gotten goods.

BARBOZ'S SHACK (10% MARK UP)

ITEM	PAGE	COST
Potion of Healing, Superior	SRD 5.1	2,200 GP
Potion of Healing, Supreme	SRD 5.1	22,000 GP
Obsidian Diving Suit	PG. 150	2,200 GP
Obsidian Fishing Tackle, +1	PG. 150	440 GP
Obsidian Fishing Tackle, +2	PG. 150	4,400 GP
Obsidian Fishing Tackle, +3	PG. 150	44,000 GP
Mail of Hooked Chains	PG. 153	48,400 GP

HELLS CATCHES TABLE

LAVA RIVER

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Lelure	PG. 82	13	23	1	1	1,000 XP	960 GP
56-65	Blazing Cod	PG. 58	14	24	3	2	1,725 XP	2,040 GP
66-75	Chained Snapper	PG. 63	15	25	3	2	1,950 XP	3,000 GP
76-80	Guardian Trifish	PG. 80	16	26	3	2	2,250 XP	4,200 GP
81-85	Lancerfish	PG. 83	17	27	3	2	2,700 XP	6,900 GP
86-90	Brimfish Matriarch	PG. 61	18	28	5	3	4,000 XP	15,200 GP
91-95	Xolleroth	PG. 109	19	29	7	4	5,500 XP	31,500 GP
96-100	Primordial Chaosfish	PG. 93	20	30	9	5	7,500 XP	63,000 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

HOWLING CRAGS

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-55	Rotfish	PG. 96	13	23	1	1	1,000 XP	960 GP
56-65	Fury Haddock	PG. 77	14	24	1	1	1,150 XP	1,360 GP
66-75	Carrion Crustacean	PG. 62	15	25	1	1	1,300 XP	2,000 GP
76-80	Reaper Fish	PG. 95	16	26	3	2	2,250 XP	4,200 GP
81-85	Gateway Grayfin	PG. 77	17	27	3	2	2,700 XP	6,900 GP
86-90	Phantom Marlin	PG. 91	18	28	2	2	4,000 XP	15,200 GP
91-95	Deepwraith	PG. 69	19	29	3	3	6,600 XP	37,800 GP
96-100	Lost Crownfish	PG. 85	20	30	5	4	8,750 XP	73,500 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

POOL OF DECAY

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-65	Molting Wretch	PG. 86	15	25	1	1	1,300 XP	2,000 GP
66-85	Volatile Urchin	PG. 107	16	26	3	2	2,250 XP	4,200 GP
86-100	Acid Fish	PG. 53	17	27	5	3	3,600 XP	9,200 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

HELLS CATCHES TABLE

CANALS FISHING

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Junk (roll on Junk Table)	N/A	N/A	N/A	N/A	N/A	N/A	N/A
46-60	Molting Wretch	PG. 86	15	25	1	1	1,300 XP	2,000 GP
61-75	Essence Guppy	PG. 72	16	26	1	1	1,500 XP	2,800 GP
76-90	Anima Grouper	PG. 54	17	27	2	2	3,600 XP	9,200 GP
91-100	Resplendent Soul	PG. 95	18	28	5	3	4,000 XP	15,200 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

HELLS JUNK TABLE

d100	CAUGHT	PAGE
01-02	Brittle Tablet	PG. 113
03-04	Charred Arm	PG. 115
05-06	Pinstripe Suit	PG. 129
07-08	Honey Cake	PG. 123
09-10	Strange Currency	PG. 135
11-12	Empty Poison Vial	PG. 119
13-14	Slumbering Imp	PG. 133
15-16	Hand Mirror	PG. 123
17-18	Ruptured Harp	PG. 131
19-20	Lump of Silver	PG. 126
21-22	Sickle +3	SRD 5.1
23-24	Golden Spine	PG. 122
25-26	Box of Melted Chocolates	PG. 113
27-28	Enormous Manacles	PG. 119
29-30	Tattered Flag	PG. 136
31-32	Splintered Horn	PG. 134
33-34	Crumpled Dress	PG. 116
35-36	Hellfowl	PG. 123
37-38	Torn Wing	PG. 136
39-40	Devil Plushie	PG. 118
41-42	Game Set	PG. 121
43-44	Braid Case	PG. 113
45-46	Unlimited Power	PG. 138
47-48	Pomegranate	PG. 129
49-50	Charred Prayer Book	PG. 115

d100	CAUGHT	PAGE
51-52	Obsidian Fishing Tackle, +2	PG. 149
53-54	Trident	SRD 5.1
55-56	Perfect Violin	PG. 129
57-58	Tarnished Crown	PG. 136
59-60	Blighted Claw	PG. 112
61-62	Jaw of a Fiend	PG. 124
63-64	Glowing Soul	PG. 122
65-66	Bronze Deer Skull	PG. 114
67-68	Crystal Ball of Mind Reading	SRD 5.1
69-70	Predatory Contract	PG. 130
71-72	Broken Wedding Ring	PG. 114
73-74	Troop of Skeletons	PG. 137
75-76	Red Orb	PG. 130
77-78	Hellish Symbol	PG. 123
79-80	Triple Collar	PG. 137
81-82	Titanium Bracer	PG. 136
83-84	Supplicant Statue	PG. 135
85-86	Straw Hat	PG. 135
87-88	Cracked Glass Vial (Orange Fluid)	PG. 116
89-90	Rowboat	PG. 131
91-92	Love Letter	PG. 126
93-94	Fiery Laurels	PG. 120
95-96	Broken Shield	PG. 114
97-98	Horned Jumping Spider	PG. 123
99-100	Well of Many Worlds	SRD 5.1

COMBAT CATCHES

Even the most serene Fishing Areas can host hostile creatures hidden on the other side of the fishing line. Campaigns that have fishing but still want an element of danger can include these dangerous foes that attack immediately after being caught.

After landing some of the more dangerous fish, the angler's catch will sometimes turn on the party, engaging in a perilous battle. These are known as Combat Catches. After catching specific fish with the Combat Catch ability, the angler, their allies, and the fish caught roll Initiative and begin an encounter as you normally would against a hostile creature. Combat Catches that are defeated in this way are valued at ten times their base Market Value, even when killed.

Not every Combat Catch-capable fish needs to be a Combat Encounter. As a GM, you can choose to have it be a normal Fish Encounter. Just because a stat block is associated with a catch does not mean it has to be utilized if you feel it will slow the game down or your table prefers more peaceful fishing.

MAKING COMBAT CATCHES

As a GM, designing a creature to be a Combat Catch is the same as designing a monster or creature stat block in any TTRPG you are running. The only difference is that the creature is first caught from the Fishing Activity.

You can also make some of your favorite aquatic encounters into a Combat Catch. Imagine reeling in an Aboleth from the depths of the ocean, only to immediately encounter it after a successful catch. To transform a creature into a Combat Catch, take the creature's CR and give them the equivalent Fish level as described in Chapter 4: Fishing Catches. You can even make them a Lunker to make the Fishing Encounter more challenging. With this, you are also giving the creature a Market Value, allowing you to Carve monstrosities, aberrations, beasts, and other non-humanoid creatures to sell to Hunting Guilds or Fishmongers like other fish you would catch.

BOOT MIMIC

Deceptive and sneaky, the Boot Mimic bides its time waiting for an angler's hook. It is indistinguishable from a typical stray boot until pulled close enough to attack unsuspecting prey. Once in range, it will wrap its tongue around its target as an anchor and viciously bite with a mouth full of razor-sharp teeth.

BOOT MIMIC

TINY MONSTROSITY (SHAPECHANGER), NEUTRAL

Armor Class 12 (natural armor)
Hit Points 36 (8d4 + 16)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5
Damage Immunities Acid
Condition Immunities Prone
Senses Darkvision 60 ft., Passive Perception 11
Languages —

Challenge 1 (200 XP) **Proficiency Bonus** +2

ABILITIES

Shapechanger. The Boot Mimic can use its Action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The Boot Mimic adheres to anything that touches it. A Large or smaller creature adhered to the mimic is also Grappled by it (escape **DC 12**). Ability Checks made to escape this Grapple have Disadvantage.

False Appearance (Object Form Only). While the Boot Mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The Boot Mimic has Advantage on Attack Rolls against any creature Grappled by it.

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) Piercing Damage plus 4 (1d8) Acid Damage.

BLIND DRAGONFISH

LARGE BEAST, UNALIGNED

Armor Class 19 (natural armor)
Hit Points 253 (22d10 + 132)
Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	12 (+1)	13 (+1)	11 (+0)

Saving Throws Con +12
Skills Athletics +13
Damage Immunities Acid, Poison
Condition Immunities Blinded, Poisoned
Senses Blindsight 120 ft. (blind beyond this radius), Passive Perception 23
Languages —

Challenge 17 (16,800 xp) **Proficiency Bonus** +6

ABILITIES

Legendary Resistance (3/Long Rest). If the Blind Dragonfish fails a Saving Throw, it can choose to succeed instead. If there is an area of miasma created by Miasma Breath still active, an area must be dispelled.

Blind Senses. The Blind Dragonfish can't use its Blindsight while Deafened and unable to smell.

Combat Survival. The Blind Dragonfish can survive out of water for up to 1 hour.

ACTIONS

Multiattack. The Blind Dragonfish makes 2 attacks: one with its Bite, and one with its Slam.

Bite. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 20 (3d8 + 7) Piercing Damage plus 7 (2d6) Poison Damage.

Slam. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 23 (3d10 + 7) Bludgeoning Damage.

Miasma Breath (Recharge 5-6). Blind Dragonfish exhales miasma and the bones of its prey in a 30 ft. cone. Each creature in that area must make a Constitution Saving Throw (**DC 21**).

- ***On Failure:*** The target takes 35 (10d6) Bludgeoning Damage and 35 (10d6) Poison Damage and the target is Poisoned for 1 minute. A creature can repeat the Saving Throw at the end of each of its turns, ending the effect on itself on a success.
- ***On Success:*** The target takes half as much damage.

For 1 Minute, the area is considered heavily obscured. Any creature who enters the area or ends its turn there is dealt 35 (10d6) Poison Damage.

BLIND DRAGONFISH

The Blind Dragonfish is a voracious predator, dangerous not only to its natural prey but also the anglers who cast their lines in its domain. True to its name, this creature cannot see through its hollow eyes; however, its other senses are greatly heightened to compensate for this shortcoming. It is able to hear even the most subtle of movements with pinpoint accuracy and can react accordingly in an instant. In addition, it can let out an ear-shattering screech, which maps out its surroundings through echolocation, giving it an even clearer perception of its area. Failing that, it relies on its sense of smell to direct its attacks, keenly and precisely distinguishing its prey by scent.

Its most apparent weapons are its muscular tail, which is wide enough to crush its foes easily, and its wickedly sharp teeth, capable of tearing chunks of flesh right off the bone. This fish is hideously strong, able to slam its hefty body into the ground and destabilizing the battlefield for its opponents. It's quick to take advantage of the uneven footing it created, moving in to finish the job with its powerful jaws.

Even when considering only its surface-level capabilities, the Blind Dragonfish is clearly a significant threat. However, the most pressing concern in its arsenal is hidden from sight, bubbling deep within its gullet as a horrifically noxious brew. This biological concoction fuels its violent breath attacks, which it uses to sicken and disorient its threats and prey alike. With a battering blast of bones from its previous hunts, as well as toxic bile festering like rot, this disgusting hunting tactic is enough to render an angler helpless to its other, more direct attacks.

LEGENDARY ACTIONS

The Blind Dragonfish can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Blind Dragonfish regains spent Legendary Actions at the start of its turn.

Echo Detection. The Blind Dragonfish lets out a wailing cry, gaining Truesight equal to its Blindsight until the end of its turn.

Bite. The Blind Dragonfish makes a Bite attack.

Seismic Slam (Costs 2 Actions). The Blind Dragonfish hovers up into the air and slams the ground below with all of its might. Each creature within 15 ft. of the Blind Dragonfish must make a Dexterity Saving Throw (**DC 21**). The Blind Dragonfish can then move up to half its Movement Speed.

On Failure: The target takes 9 (2d8) Bludgeoning Damage and is knocked Prone.

CENTURION SNAPPER

A straightforward and aggressive battler, the Centurion Snapper will face off against anyone who stands before it and use its strength to overpower its foes. It will charge headfirst into any fight, using its speed to its advantage to close the gap.

CENTURION SNAPPER

SMALL BEAST, UNALIGNED

Armor Class 19 (natural armor)
Hit Points 170 (20d6 + 100)
Speed 10 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	21 (+5)	2 (-4)	10 (+0)	4 (-3)

Saving Throws Str +10, Con +10
Skills Athletics +10
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 60 ft., Passive Perception 10
Languages —
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

ABILITIES

Amphibious. The Centurion Snapper can breathe air and water.
Magic Resistance. The Centurion Snapper has Advantage on Saving Throws against spells and other magical effects.

ACTIONS

Multiattack. The Centurion Snapper makes 2 Slam attacks.
Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 23 (4d8 + 5) Bludgeoning Damage.

BONUS ACTIONS

Aggressive Charge. The Centurion Snapper can move up to its Speed toward a hostile creature that it can see without provoking Opportunity Attacks. If the Centurion Snapper ends 5 ft. from the hostile creature, it can make a Slam attack.
Knockout. After successfully hitting with a Slam attack, the Centurion Snapper can follow up with a Knockout attack as a Bonus Action. The target must make a Strength Saving Throw (**DC 18**).
- ***On Failure:*** The target is knocked Prone and takes 18 (4d8) Bludgeoning Damage.
- ***On Success:*** The target takes half as much damage.

CHAMPION PEBBLE PENGUIN

The Champion Pebble Penguin stands tall amongst its peers and is much more combative. Although this bird is flightless, it is surprisingly nimble on the ice, able to slide up to its challengers and use its heavy body as a crushing bludgeon.

CHAMPION PEBBLE PENGUIN

LARGE BEAST, LAWFUL NEUTRAL

Armor Class 15 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	20 (+5)	3 (-4)	13 (+1)	9 (-1)

Saving Throws Con +8, Int +4
Damage Resistances Cold, Fire
Senses Passive Perception 11
Languages Telepathy 30 ft.
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

ABILITIES

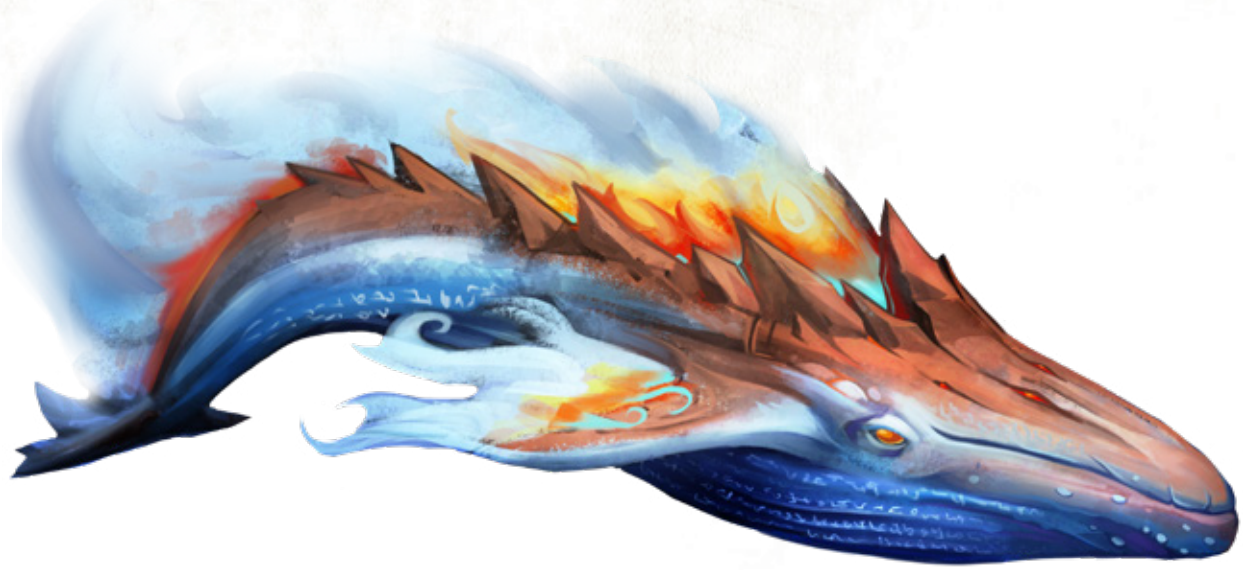
Graceful Slide. The Champion Pebble Penguin ignores all Difficult Terrain.
Hold Breath. The Champion Pebble Penguin can hold its breath for 30 minutes.

ACTIONS

Multiattack. The Champion Pebble Penguin makes 2 Slam attacks. They can replace one of these attacks with a Frosty Grasp.
Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 21 (4d8 + 3) Bludgeoning Damage.
Frosty Grasp. *Ranged Spell Attack*: +9 to hit, range 120 ft., one target. *Hit*: 19 (4d6 + 5) Cold Damage and all of the target's Movement Speed is lowered by 10 ft. until the end of target's turn.

BONUS ACTIONS

Aggressive Slide. The Champion Pebble Penguin can move up to its Speed toward a hostile creature that it can see. If the Champion Pebble Penguin ends 5 ft. from the hostile creature, it can make a Slam attack.



ELEMENTAL WHALE

An absolute titan capable of manipulating the weather itself, the Elemental Whale is a powerful force that wields the natural elements as its weapons. Even if it were to remain passive, the violent storm whirling around its body is a threat to all who linger nearby.

ELEMENTAL WHALE

HUGE ELEMENTAL, NEUTRAL GOOD

Armor Class 19 (natural armor)
Hit Points 324 (24d12 + 168)
Speed 0 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	24 (+7)	11 (+0)	14 (+2)	22 (+6)

Saving Throws Wis +8, Cha +12
Skills Athletics +13
Damage Resistances Bludgeoning, Cold, Fire, Lightning
Senses Blindsight 120 ft., passive Perception 12
Languages —

Challenge 17 (16,800 xp) **Proficiency Bonus** +6

ABILITIES

Legendary Resistance (3/Long Rest). If the Elemental Whale fails a Saving Throw, it can choose to succeed instead. If there is an Elemental Node ongoing, the Elemental Whale must expend one of them.

Combat Survival. The Elemental Whale can survive out of water for up to 1 hour.

Hold Breath. The Elemental Whale can hold its breath for 30 minutes.

Lightning Clouds. The Elemental Whale is the center of a powerful storm. 10 ft. from the Elemental Whale is always considered Difficult Terrain. Any creature who enters the area or ends its turn there must make a Dexterity Saving Throw (**DC 20**).

- ***On Failure:*** The target takes 21 (6d6) Lightning Damage.
- ***On Success:*** The target takes no damage and ignores the Difficult Terrain generated by the Elemental Whale until the end of their turn.

ACTIONS

Multiattack. The Elemental Whale makes 1 Bite attack and 2 Elemental Bolt attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit*: 20 (3d8 + 7) Piercing Damage.

Elemental Bolt. The Elemental Whale expends a node of floating elemental energy, expelling it towards a creature. This ranged attack's point of origin is at the node. *Ranged Spell Attack*: +12 to hit, range 120/360 ft., one target. *Hit*: 28 (4d10 + 6) damage.

Elemental Storm. This can only be used when there are 4 elemental nodes, each of a different damage type (Bludgeoning, Fire, Frost, Lightning). The Elemental Whale expends all 4 of the required elemental nodes for this Action, creating a 30 ft. area within 120 ft. of unbridled elemental fury. All creatures in the area must make a 20 Dexterity Saving Throw.

- ***On Failure:*** The target takes 88 (16d10) Force Damage.
- ***On Success:*** The target takes half as much damage.

BONUS ACTIONS

Elemental Flux. The Elemental Whale creates a node of elemental energy that can be fueled into the Elemental Whale's elemental attacks.

- Roll a 1d4. A 5ft. area of elemental energy is created within 60 ft. of the Elemental Whale and lasts for 1 minute. The roll determines the element: 1 - Bludgeoning, 2 - Fire, 3 - Frost, 4 - Lightning.
- Any creature who enters the area or ends its turn there is dealt 18 (4d8) damage. The type of damage dealt is dependent on the element it was based on. The Elemental Whale cannot create an elemental node if there are already 4 nodes ongoing.

LEGENDARY ACTIONS

The Elemental Whale can take 3 Legendary Actions, choosing from the options below. Only 1 Legendary Action option can be used at a time and only at the end of another creature's turn. The monster regains spent Legendary Actions at the start of its turn.

Move. The Elemental Whale moves up to half its Movement Speed.

Elemental Node. The Elemental Whale makes an Elemental Node, as described in Elemental Flux.

Elemental Nodes (Costs 2 Actions). The Elemental Whale makes 2 Elemental Nodes, as if taking the Elemental Flux Action twice.

EVERFALL RIVER SNAKE

The Everfall River Snake is a slippery eel that resides in the mud and silt of the river bottom. Despite its respectable size and girth, this fish can be challenging to see in the swift currents, making it particularly dangerous for anglers and travelers who might wade into the water.

If disturbed, the Everfall River Snake will not hesitate to deliver a vicious bite with its powerful jaws, latching on with a vice grip. Its teeth are numerous and exceedingly sharp, able to rip through meat in chunks. Despite its size, it's also quite quick, which means an unwary fisher may procure multiple bites before they even realize their grave misstep.

EVERFALL RIVER SNAKE

MEDIUM BEAST, UNALIGNED

Armor Class 13 (unarmored)
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	15 (+2)	2 (-4)	6 (-2)	2 (-4)

Skills Perception +0
Senses Passive Perception 10
Languages —

Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The Everfall's River Snake makes 2 Bite attacks.
Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (2d4 + 3) Piercing Damage.

EYELESS BILGE HUNTER

A terror of the sewers, the Eyeless Bilge Hunter is a predator with no equal in the city's underbelly. It crawls in and out of the water with its webbed appendages, ambushing its prey with its massive jaws and needle-like teeth.

EYELESS BILGE HUNTER

SMALL BEAST, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	6 (-2)	11 (+0)	4 (-3)

Skills Perception +2
Condition Immunities Blinded
Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 12
Languages —

Challenge 3 (700 xp) **Proficiency Bonus** +2

ABILITIES

Blind Senses. The Eyeless Bilge Hunter can't use its Blindsight while Deafened and unable to smell.
Combat Survival. The Eyeless Bilge Hunter can survive out of water for up to 1 hour.
Webbed Feet. The Eyeless Bilge Hunter ignores Difficult Terrain while moving.

ACTIONS

Multiattack. The Eyeless Bilge Hunter makes 1 Bite attack and 1 Slam attack.
Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) Piercing Damage. If the target is a creature, they must make a Strength Saving Throw (**DC 13**).
· ***On Failure:*** The target is knocked Prone.
Slam. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) Bludgeoning Damage.

GAPING VOIDFISH

Typically a bottom feeder in underground caverns, the Gaping Voidfish lives up to its name, sucking up everything that can fit into its wide mouth. This fish's teeth are small but sharp, pointed inward like little hooks, meant to help it maintain its grip on slippery meals rather than pierce flesh. Its powerful jaws are built like a trap, snapping shut and ensnaring larger, more aggressive prey deep in its gullet.

The Gaping Voidfish is most dangerous up close, and it will do everything possible to draw its foes in. It will open its mouth wide and sharply inhale, creating a vacuum-like whirlwind and pulling nearby creatures closer to its attack range.

All it takes is a momentary lapse in judgment for this fish to latch onto an angler's limb or torso and prevent their escape. From there, it will inhale with all its might, pulling the unsuspecting angler entirely into its mouth and swallowing them down into a pocket of acid and bile. The digestive fluid of the Gaping Voidfish's stomach is potent enough to break down the toughest organic materials, built to melt even the rock and silt it frequently ingests. Its armored insides are tough and durable, purpose-built to protect the fish from internal struggles. This makes it exceedingly difficult to escape when caught within its belly.

The Gaping Voidfish also has a firm body and significant heft, which it will use to bludgeon those it cannot swallow. The crushing weight of this fish is enough to mortally wound an angler on its own and render them helpless to its desire to ingest everything in its path.

GAPING VOIDFISH

LARGE BEAST, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 241 (21d10 + 126)
Speed 10 ft., fly 30 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	2 (-4)	12 (+1)	8 (-1)

Saving Throws Con +11, Wis +6
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 11
Languages —

Challenge 16 (15,000 XP) **Proficiency Bonus** +6

ABILITIES

Amphibious. The Gaping Voidfish can breathe air and water.

ACTIONS

Multiattack. The Gaping Voidfish makes 1 Bite attack and 1 Slam attack. If the Bite attack hits, the Gaping Voidfish also makes a Swallow attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit*: 37 (6d10 + 4) Bludgeoning Damage, and the target has the Grappled Condition (escape **DC 17**). Until this Grapple ends, the target has the Restrained condition, and the Gaping Voidfish can't Bite another target.

Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 26 (4d10 + 4) Bludgeoning Damage.

Swallow. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one Medium size or smaller creature Grappled by the Gaping Voidfish. *Hit*: The Gaping Voidfish swallows the target, and the Grapple ends. A swallowed creature has the Blinded and Restrained conditions, it has total cover against attacks and other effects outside the Gaping Voidfish, and it takes 21 (6d6) Acid Damage at the start of each of its turns. The Gaping Voidfish can have up to 1 creature swallowed at a time.

- If the Gaping Voidfish takes 20 damage or more on a single turn from a swallowed creature, the Gaping Voidfish must make on a Constitution Saving Throw (**DC 20**) at the end of that turn.
  - ***On Failure:*** The Gaping Voidfish regurgitates the creature, which falls in a space within 5 ft. of the Gaping Voidfish and has the Prone condition. The creature no longer has the Blinded and Restrained conditions.

BONUS ACTIONS

Inhale. All creatures within 60 ft. must make a Strength Saving Throw (**DC 17**).

- ***On Failure:*** The target is pulled 30 ft. towards the Gaping Voidfish.
- ***On Success:*** The target is pulled 15 ft. towards the Gaping Voidfish.

GUARDIAN TRIFISH

Armed with sharp fangs and three separate heads, the Guardian Trifish is a creature that takes full advantage of its multiple jaws. It will ferociously gnash its jagged fangs at anyone who stands before it, quick to sink its teeth into any unlucky soul that crosses its path. It is a very coordinated creature that handles its three heads well, making its repetitive strikes tricky to dodge.

GUARDIAN TRIFISH

MEDIUM BEAST, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 210 (20d8 + 120)
Speed 30 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	16 (+3)	14 (+2)	12 (+1)

Skills Athletics +16
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Frightened
Senses Passive Perception 12
Languages —

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

ABILITIES

Combat Survival. The Guardian Trifish can survive out of water for up to 1 hour.

Crimson Scales. The Guardian Trifish's Melee Weapon Attacks are magical. When the Guardian Trifish hits with any Melee Weapon Attack, the weapon deals an extra 4 damage (included in the attack).

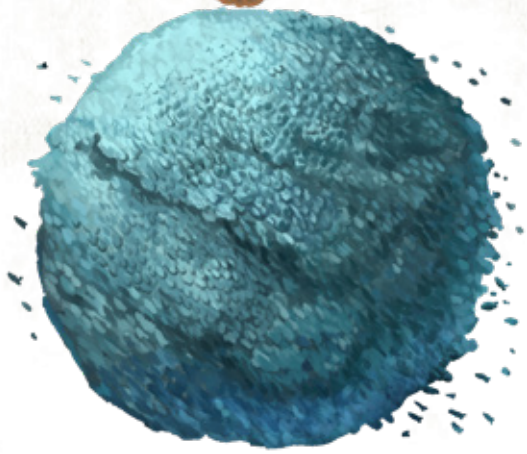
Magic Resistance. The Guardian Trifish has Advantage on Saving Throws against spells and other magical effects.

Reckless Attacks. The Guardian Trifish gains Advantage on all Melee Weapon Attack Rolls it makes during that turn, but Attack Rolls against it have Advantage until the start of its next turn.

ACTIONS

Multiattack. The Guardian Trifish makes 3 Bite attacks.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit*: 36 (4d12 + 10) Piercing Damage.



PELAGIC ORB

A force of unknown origin, the Pelagic Orb maintains a horrifying swarm of thousands of fish. Each fish in this mass comes with a mouth full of sharp teeth, and in such large numbers, they can easily shred through anything the swarm engulfs.

PELAGIC ORB

MEDIUM SWARM OF SMALL BEASTS, UNALIGNED

Armor Class 13
Hit Points 199 (21d8 + 105)
Speed 0 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	8 (-1)	7 (-2)	18 (+4)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft., Passive Perception 8
Languages —

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

ABILITIES

Amphibious. The Pelagic Orb can breathe air and water.

Sharpshooter. The Pelagic Orb doesn't suffer Disadvantage on Ranged Attack Rolls while being within 5 ft. of a hostile creature.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny size Beast. The swarm can't regain Hit Points or gain Temporary Hit Points.

ACTIONS

Multiattack. The Pelagic Orb makes 2 Bites attacks or 2 Eldritch Blast attacks.

Bites. *Melee Weapon Attack*: +9 to hit, reach 0 ft., one creature in the swarm's space. *Hit*: 26 (4d12) Piercing Damage, or 13 (2d12) Piercing Damage if the swarm has half of its or fewer.

Eldritch Blast. *Ranged Spell Attack*: +9 to hit, range 120 ft., one target. *Hit*: 26 (4d10 + 4) Force Damage.

BONUS ACTIONS

Decolonize. The Pelagic Orb breaks apart, revealing a sphere of unknown power. The Pelagic Orb makes an Eldritch Blast attack with the exposed orb, before teleporting 30 ft. to an unoccupied space the Pelagic Orb can see, and reforms.

- Any prepared Action that deals damage while the Pelagic Orb's sphere is exposed deals double the amount of damage.

PHOBOS

The manifestation of fear itself, Phobos is a force that feeds off the panic it inflicts, and will stop at nothing to satiate its hunger. This horrendous creature exudes an aura of unbridled dread, invading the minds of all who gaze upon it with an uncontrollable primal terror. The gangly hands that sprout from its shadowy form will not only strike with devastating blows but also grab ahold of the body of the unfortunate soul who crossed it.

PHOBOS

MEDIUM ABERRATION, NEUTRAL EVIL

Armor Class 17 (natural armor)
Hit Points 255 (30d8 + 120)
Speed 0 ft., fly 50 ft. (hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	12 (+1)	18 (+4)	25 (+7)

Saving Throws Dex +10, Con +10, Wis +10
Skills Insight +16, Perception +16
Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Truesight 120 ft., Passive Perception 26
Languages Understands All

Challenge 20 (25,000 XP) **Proficiency Bonus** +6

ABILITIES

Fear Drinker. Whenever the Phobos damages a creature who is Frightened, it regains 10 Hit Points.

Non-Respitory. The Phobos does not need to breathe.

Legendary Resistance (3/Long Rest). If the Phobos fails a Saving Throw, it can choose to succeed instead. If the Phobos is Grappling a creature, it must end it and cannot take a Bonus Action on its next round.

ACTIONS

Multiattack. The Phobos makes 3 Appendage attacks. The Phobos can replace any Appendage attack with a Frightful Blast attack.

Appendage. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit*: 16 (2d8 + 7) Force Damage.

Frightful Presence. Each creature of the Phobos's choice that is within 120 ft. of the Phobos and aware of it must make a Wisdom Saving Throw (**DC 21**).

- ***On Failure:*** The target becomes frightened for 1 Minute. A creature can repeat the Saving Throw at the end of each of its turns, ending the effect on itself on a success.
- ***On Success:*** The creature is immune to the Phobos's Frightful Presence for the next 24 hours.

Frightful Blast. *Ranged Spell Attack*: +13 to hit, range 120 ft., one target. *Hit*: 12 (1d10 + 7) Force Damage and the target must make a Wisdom Saving Throw (**DC 21**).

- ***On Failure:*** The target is Frightened until the end of the Phobos's next round.
- ***On Success:*** The target cannot be Frightened from the Phobos's Frightful Blast until the beginning of the Phobos's next round.

Once caught within its clutches, escaping Phobos is a feat only the most stalwart can accomplish. The paralyzing fright is enough to keep most from escaping, at which point their life force is drained away with each passing moment. Even if its prey were to escape its grasp, Phobos moves swiftly and can overtake almost anything that attempts to flee. On the off chance that it finds itself outpaced, Phobos is able to attack from afar as well, exuding a nightmarish force that can easily finish off already weakened foes.

Phobos is a creature that benefits most from up close combat and will utilize its entire arsenal to keep its prey rooted to their spot. It can materialize spectral, otherworldly chains that bind its target, preventing escape so that Phobos can approach at its leisure and feed.

BONUS ACTIONS

Bound by Fear. *Melee Spell Attack*: +13 to hit, reach 10 ft., one target. *Hit*: 13 (1d12 + 7) Force Damage and the target is Grappled (escape **DC 21**). The target must also make a Wisdom Saving Throw (**DC 21**).

- ***On Failure:*** The target is Frightened for as long as it remains Grappled.

LEGENDARY ACTIONS

The Phobos can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The monster regains spent Legendary Actions at the start of its turn

Appendage. The Phobos may move up to 20 ft., and make an Appendage attack.

Frightful Blast. The Phobos makes a Frightful Blast attack. The Phobos does not suffer Disadvantage on this attack if it is within 5 ft. of a hostile creature.

Chains of Terror (Costs 2 Actions). The Phobos manifests spectral chains to bind their prey. A creature of the Phobos's choice within 120 ft. must make a Dexterity Saving Throw (**DC 21**).

- ***On Failure:*** The target takes 27 (6d8) Psychic Damage and is Restrained and Frightened until the end of the Phobos's next round.

PRIMORDIAL CHAOSFISH

Shifting from one element to the next at a moment's notice, the Primordial Chaosfish is a being that is impossible to predict. It will utilize powerful magic, bringing the full weight of chaos upon its enemies.

PRIMORDIAL WHEEL ASPECTS

The Primordial Chaosfish gains new abilities and modifications to their Actions depending on their aspect. At the beginning of the Primordial Chaosfish's round, roll a 1d4 to determine what aspect the Primordial Chaosfish takes. If the Primordial Chaosfish's Hit Points is below half of their Maximum Hit Points, roll a 1d6 instead (see Primordial Wheel Table).

D4 (D6 IF BELOW HALF HP)	ASPECT
1	Air Aspect
2	Earth Aspect
3	Fire Aspect
4	Water Aspect
5	Necrotic Aspect
6	Radiant Aspect

AIR ASPECT

Air Form. The Primordial Chaosfish can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 in. wide without squeezing.

Immunities. The Primordial Chaosfish has Immunity to Lightning and Thunder Damage.

Damage Alteration. The Primordial Chaosfish's attacks deal Magical Slashing Damage.

Summon Monster (Bonus Action). The Primordial Chaosfish can summon an Air Elemental with Summon Monster.

Aspect Spellcasting (Legendary Action). The Primordial Chaosfish can cast Chain Lightning as a 6th Level Spell.

EARTH ASPECT

Earth Glide. The Primordial Chaosfish gains a Burrow Speed of 60 ft. and can burrow through nonmagical, unworked earth and stone. While doing so, the Primordial Chaosfish doesn't disturb the material it moves through.

Immunities. The Primordial Chaosfish has Immunity to Bludgeoning, Piercing, and Slashing Damage.

Vulnerabilities. The Primordial Chaosfish gains Vulnerability to Thunder.

Condition Susceptibility. The Primordial Chaosfish is no longer immune to Grappled, Restrained, or being knocked Prone.

Damage Alteration. The Primordial Chaosfish's attacks deal Magical Bludgeoning Damage.

Summon Monster (Bonus Action). The Primordial Chaosfish can summon an Earth Elemental with Summon Monster.

Aspect Spellcasting (Legendary Action). The Primordial Chaosfish casts Earthquake as an 8th Level Spell. If the Primordial Chaosfish changes aspects, the Primordial Chaosfish drops Concentration, ending the spell.

FIRE ASPECT

Fire Form. The Primordial Chaosfish can move through a space as narrow as 1 in. wide without squeezing. A creature that touches the Primordial Chaosfish or hits it with a Melee Attack while within 5 ft. of it takes 22 (4d10) Fire Damage. In addition, the Primordial Chaosfish can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 22 (4d10) Fire Damage and catches fire; until someone takes an Action to douse the fire, the creature takes 22 (4d10) Fire Damage at the start of each of its turns.

Immunities. The Primordial Chaosfish has Immunity to Fire Damage.

Damage Alteration. The Primordial Chaosfish's attacks deal Fire Damage.

Summon Monster (Bonus Action). The Primordial Chaosfish can summon a Fire Elemental with Summon Monster.

Aspect Spellcasting (Legendary Action). The Primordial Chaosfish casts the spell Fire Storm as a 7th Level spell.

WATER ASPECT

Water Form. The Primordial Chaosfish can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 in. wide without squeezing.

Immunities. The Primordial Chaosfish has Immunity to Acid and Cold Damage.

Damage Alteration. The Primordial Chaosfish's attacks deal Cold Damage.

Summon Monster (Bonus Action). The Primordial Chaosfish can summon a Water Elemental with Summon Monster.

Aspect Spellcasting (Legendary Action). The Primordial Chaosfish casts Freezing Sphere as a 6th Level Spell.

NECROTIC ASPECT

Necrotic Strikes. Any damage the Primordial Chaosfish inflicts cannot be regained until the target finishes a Long Rest.

Immunities. The Primordial Chaosfish has Immunity to Necrotic Damage.

Damage Alteration. The Primordial Chaosfish's attacks deal Necrotic Damage.

Summon Monster (Bonus Action). The Primordial Chaosfish can summon a Wraith with Summon Monster.

Aspect Spellcasting (Legendary Action). The Primordial Chaosfish casts Finger of Death as a 7th Level Spell.

RADIANT ASPECT

Radiant Healing. The Primordial Chaosfish regains 10 Hit Points every time it deals damage.

Immunities. The Primordial Chaosfish has Immunity to Radiant Damage.

Damage Alteration. The Primordial Chaosfish's attacks deal Radiant Damage.

Summon Monster (Bonus Action). The Primordial Chaosfish can summon a Deva with Summon Monster.

Aspect Spellcasting (Legendary Action). The Primordial Chaosfish casts Sunburst as an 8th Level Spell.

PRIMORDIAL CHAOSFISH

GARGANTUAN FIEND, CHAOTIC NEUTRAL

Armor Class 20 (natural armor)
Hit Points 612 (35d20 + 245)
Speed 0 ft., fly 60 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	24 (+7)	18 (+4)	22 (+6)	16 (+3)

Saving Throws Dex +13, Con +15, Int +12, Wis +14
Damage Immunities Varies
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Truesight 240 ft., Passive Perception 16
Languages —

Challenge 25 (75,000 XP) **Proficiency Bonus** +8

ABILITIES

Primordial Wheel. At the beginning of the Primordial Chaosfish's round, the Primordial Chaosfish rolls a 1d4, becoming a new element aspect. The Primordial Chaosfish can only have one element aspect active at a time. If the Primordial Chaosfish has fewer than half their Maximum Hit Points, they roll a 1d6 instead. The Aspect Spellcasting has a DC of 21.

Planar Bound. The Primordial Chaosfish is Immune to any effect that would forcefully send it to another plane, such as Banishment.

Legendary Resistance (5/Long Rest). If the Primordial Chaosfish fails a Saving Throw, it can choose to succeed instead. In addition, the Primordial Chaosfish must destroy a summoned creature if there is one alive. The Primordial Chaosfish cannot take a Bonus Action next round.

Counterspell Defense. If the Primordial Chaosfish is a target of Counterspell, the caster must make a Ranged Spell Attack vs. an AC of 20. If the caster does not hit, the Counterspell fails.

Non-Respitory. The Primordial Chaosfish does not need to breathe.

ACTIONS

Multiattack. The Primordial Chaosfish makes 3 Slam attacks. The Primordial Chaosfish can replace any Slam attack with an Elemental Bolt.

Slam. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit*: 17 (2d10 + 6) Damage that varies on Aspect.

Elemental Bolt. *Ranged Spell Attack*: +14 to hit, range 300 ft., one target. *Hit*: 25 (3d12 + 6) Damage that varies on Aspect.

BONUS ACTIONS

Summon Monster. The Primordial Chaosfish creates a creature within 120 ft. of it depending on the Aspect they are currently taking. It appears where the Primordial Chaosfish designates and rolls its own Initiative and acts on its own Initiative under the command of the Primordial Chaosfish. It is capable of taking its full round as a creature. There cannot be multiples of the same creature summoned at one time. The creature is destroyed after 1 hour.

LEGENDARY ACTIONS

The Primordial Chaosfish can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Primordial Chaosfish regains spent Legendary Actions at the start of its turn.

Slam. The Primordial Chaosfish makes a Slam attack.

Elemental Bolt. The Primordial Chaosfish makes an Elemental Bolt attack. The Primordial Chaosfish does not suffer Disadvantage if there is a hostile creature within 5 ft. of it.

Aspect Spellcasting. The Primordial Chaosfish casts a spell depending on their Aspect.

RATTLEHYDRA

The Rattlehydra is a vicious predator of the sands on an unending search for prey to satisfy its six heads. Its mouths are filled with venomous fangs, making its powerful bite dangerous long after the initial bleeding subsides. Although acting independently, the six heads will work together to overpower their prey, each capable of constricting an opponent and preventing their escape so that another can bite.

RATTLEHYDRA

LARGE MONSTROSITY, UNALIGNED

Armor Class 16 (natural armor)
Hit Points 253 (22d10 + 132)
Speed 40 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	2 (-4)	12 (+1)	8 (-1)

Saving Throws Con +11, Wis +6
Skills Perception +11
Damage Resistances Poison
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 21
Languages —
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

ABILITIES

Hold Breath. The Rattlehydra can hold its breath for 1 hour.

Multiple Heads. The Rattlehydra has five heads. While it has more than one head, the Rattlehydra has Advantage on Saving Throws against being Blinded, Charmed, Deafened, Frightened, Stunned, and knocked Unconscious.

- Whenever the Rattlehydra takes 40 or more damage in a single turn, one of its heads dies. If all its heads die, the Rattlehydra dies.

Reactive Heads. For each head the Rattlehydra has beyond one that is not Grappling a target, it gets an extra Reaction that can be used only for Opportunity Attacks.

Wakeful. While the Rattlehydra sleeps, at least one of its heads is awake.

Nimble and quick for its size, the Rattlehydra prefers to battle up close and will rush down an opponent to deliver its crushing bite. It has many weapons at its disposal when in its ideal positioning. However, if it finds itself at range, it can spit a noxious fluid with deadly accuracy over long distances. It is a horrific threat when near, but its ability to attack even from afar makes the Rattlehydra an apex predator, capable of pursuing the most evasive prey.

This serpent of the sands is a hardy creature that stands tall in the face of typical battle strategies. Attempts to stun or otherwise hinder this creature will usually be met with frantic disappointment as it powers through. Because of its many heads, it can easily shake off effects that would make most creatures stumble.

ACTIONS

Multiattack. The Rattlehydra makes as many Bite attacks as it has heads that is not Grappling a target. The Rattlehydra may replace any Bite attacks it can make with Poison Spew attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 10 (1d10 + 5) Piercing Damage, and the target must make a Constitution Saving Throw (**DC 18**).

- ***On Failure:*** The target takes 7 (2d6) Poison Damage.
- ***On Success:*** The target takes half as much damage.

Poison Spew. *Ranged Weapon Attack*: +10 to hit, range 60/180 ft., one target. *Hit*: 16 (2d10 + 5) Poison Damage. This attack does not suffer Disadvantage while in melee range with a hostile creature.

BONUS ACTIONS

Constrict. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one creature. *Hit*: 10 (1d10 + 5) Bludgeoning Damage, and the target is Grappled (escape **DC 18**). Until this Grapple ends, the creature is Restrained. Each Rattlehydra head can Grapple a separate target.

Squeeze. The Rattlehydra deals 14 (4d6) Bludgeoning Damage to a creature it has Grappled.

SHOCKING ASP

Venomous snakes are always a threat, but the lethal Shocking Asp stands out among its scaled brethren. Its venom is potent, making its bite an urgent concern; however, what makes this serpent unique is the electrified nature of its body. Even standing near the snake is sure to send a shock coursing through its foes' bodies, and each blow landed upon it will, in turn, deliver a powerful jolt to the aggressor.

SHOCKING ASP

MEDIUM BEAST, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 133 (14d8 + 70)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	20 (+5)	3 (-4)	13 (+1)	9 (-1)

Saving Throws Dex +7, Con +8
Damage Resistances Poison
Damage Immunities Lightning
Condition Immunities Poisoned
Senses Passive Perception 11
Languages —

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

ABILITIES

Amphibious. The Shocking Asp can breathe air and water.
Electrified. Any creature that touches the Shocking Asp or hits it with a Melee Attack while within 5 ft. of it takes 11 (2d10) Lightning Damage.

ACTIONS

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) Piecing Damage, and the target must make a Constitution Saving Throw (**DC 15**).
- ***On Failure:*** The target takes 18 (4d8) Poison Damage.
- ***On Success:*** The target takes half as much damage.

BONUS ACTIONS

Electrified Pulse. All creatures within 10 ft. of the Shocking Asp must make a Dexterity Saving Throw (**DC 15**).
- ***On Failure:*** The target takes 14 (4d6) Lightning Damage.

TERATOMA

A frightening mass of skin, flesh, and teeth, the Teratoma strikes fear into those who perceive it. It mindlessly attacks in a frenzy, lashing out at everything within its reach with its snapping jaws. The only purpose it knows is to feed for an eternity.

TERATOMA

SMALL ABERRATION, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 190 (20d6 + 120)
Speed 0 ft., fly 30 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	23 (+6)	12 (+1)	18 (+4)	8 (-1)

Saving Throws Dex +8, Con +11
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Frightened, Poisoned
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 14
Languages —

Challenge 16 (15,000 XP) **Proficiency Bonus** +5

ABILITIES

Amphibious. The Teratoma can breathe air and water.
Blood Frenzy. The Teratoma has Advantage on Melee Attack Rolls against any creature that doesn't have all its Hit Points.
Bloodshed Regeneration. If a Teratoma deals damage to a creature with blood, the Teratoma regains 10 Hit Points at the start of its next turn if it has at least 1 Hit Point. The Teratoma can only benefit from this once per round.

ACTIONS

Multiattack. The Teratoma makes 3 Bite attacks.
Bite. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 16 (2d8 + 7) Piercing Damage.
Frightful Presence. Each creature of the Teratoma's choice that is within 120 ft. of the Teratoma and aware of it must make a Wisdom Saving Throw (**DC 19**).
- ***On Failure:*** The target becomes Frightened for 1 Minute. A creature can repeat the Saving Throw at the end of each of its turns, ending the effect on itself on a success.
- ***On Success:*** The target is Immune to the Teratoma's Frightful Presence for the next 24 hours.

BONUS ACTIONS

Chomp. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 23 (3d10 + 7) Piercing Damage and the target cannot regain Hit Points until the start of the Teratoma's next turn.
Nimble Escape. The Teratoma takes the Disengage or Hide Action.

TITAN SNAPPING TURTLE

The Titan Snapping Turtle lives up to its name, being an impressive size that's daunting to those who see one for the first time. Its powerful jaws snap shut in an instant, severing anything that might get in the way of its bite. It can easily crush bone and shear meat with its mouth, though it will mostly only do so in self defense.

The Titan Snapping Turtle is somewhat slow on land, making it difficult for this reptile to pursue or flee from aggressors. However, its thick shell gives it a sturdy defense against most blows it might take.

TITAN SNAPPING TURTLE

MEDIUM BEAST, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 85 (9d8 + 45)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Darkvision 120 ft., Passive Perception 9
Languages —

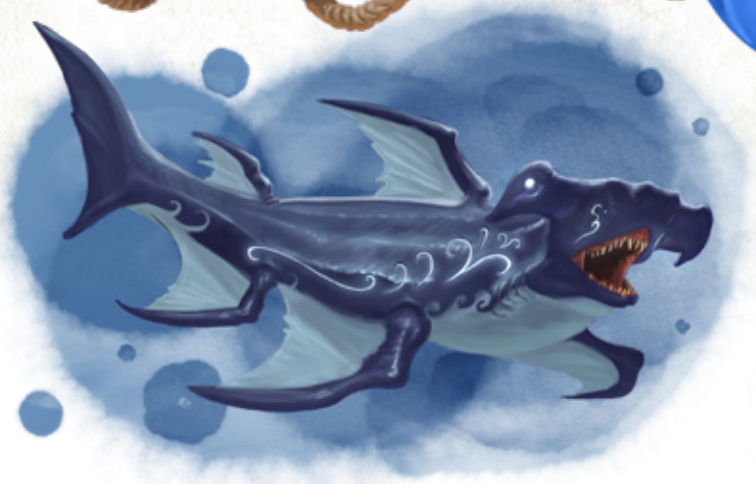
Challenge 6 (2,300 XP) **Proficiency Bonus** +4

ABILITIES

Amphibious. The Titan Snapping Turtle can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack*: +8 to hit, reach 15 ft., one target. *Hit*: 37 (5d12 + 5) Piercing Damage.



TYPHOON SHARK

A creature of the wind and water alike, the Typhoon Shark is a muscular creature that traverses both the skies and the sea. It manipulates the air to create vicious cyclones, which it uses to its advantage to hunt.

TYPHOON SHARK

HUGE BEAST, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 10 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +9, Con +8
Skills Athletics +13
Senses Passive Perception 12
Languages —

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

ABILITIES

Magic Resistance. The Typhoon Shark has Advantage on Saving Throws against spells and other magical effects.
Amphibious. The Typhoon Shark can breathe air and water.

ACTIONS

Multiattack. The Typhoon Shark makes 1 Bite attack and 1 Tail attack.
Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 23 (4d8 + 5) Piercing Damage.
Tail. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 24 (3d12 + 5) Bludgeoning Damage.
Typhoon (Recharge 5-6). The Typhoon Shark creates a cyclone of devastating energy around them. All creatures 20 ft. from the Typhoon Shark must make a Strength Saving Throw (**DC 17**).
- ***On Failure:*** The target takes 44 (8d10) Magical Bludgeoning Damage and is knocked Prone.
- ***On Success:*** The target takes half as much damage

Frightful Presence. Each creature of the Typhoon Shark's choice that is within 120 ft. of the Typhoon Shark and aware of it must make a Wisdom Saving Throw (**DC 17**).
- ***On Failure:*** The target becomes Frightened for 1 Minute. A creature can repeat the Saving Throw at the end of each of its turns, ending the effect on itself on a success.
- ***On Success:*** The target is Immune to the Typhoon Shark's Frightful Presence for the next 24 hours.

VENOMSERPENT

The Venomserpent is a violent creature of the plains waters, standing out from its brethren by being particularly ruthless and aggressive. It is the apex predator of its environment, using swift movements to ambush and devour lesser fish. It is no different when faced by an angler, as it will spare no mercy and ferociously sink its teeth into those who reel it in. Its reflexes are quick enough to lash out multiple times in a short span, earning the fear and ire of many anglers.

The Venomserpent's teeth are needle-like and sharp, which, on its own, would threaten those who encounter it. However, the danger of this fish comes from the venom packed within its mouth. Anyone unprepared for the potency of its bite is sure to be overwhelmed and taken by surprise as the venom eats away at their flesh.

VENOMSERPENT

MEDIUM BEAST, UNALIGNED

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	16 (+3)	1 (-5)	12 (+1)	3 (-4)

Skills Perception +3
Damage Immunities Poison
Condition Immunities Poisoned
Senses Blindsight 10 ft., Passive Perception 13
Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The Venomserpent makes 2 Bite attacks.

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 7 (1d6 + 4) Piercing Damage, and the target must make a Constitution Saving Throw (**DC 14**).

- ***On Failure:*** The target takes 7 (2d6) Poison Damage.
- ***On Success:*** The target takes half as much damage.

WYVERN SHARK

A muscular and powerful fish, the Wyvern Shark is a fearsome predator with a ruthless bite. Its mouth is lined with large serrated teeth that leave a messy, torn wound, which can be challenging to close and treat. Those who are bitten by a Wyvern Shark will find that the wound left behind will continue to degrade, making treatment a top priority after the encounter.

Beyond its notorious teeth, the Wyvern Shark is also known for its sturdy body, making its bludgeoning tail a devastating force when it swings.

WYVERN SHARK

LARGE BEAST, UNALIGNED

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 10 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	1 (-5)	10 (+2)	4 (-3)

Skills Athletics +9, Survival +4
Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 10
Languages —

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

ABILITIES

Amphibious. The Wyvern Shark can breathe air and water.

Relentless Endurance (1/Any Rest). When the Wyvern Shark is reduced to 0 Hit Points but not killed outright, it drops to 1 Hit Point instead.

Flying Leap. If the Wyvern Shark ends its turn in the air, it begins falling to the ground.

Grievous Wound. The Wyvern Shark inflicts Grievous Wounds with its attacks (included in the attack). While a living creature is inflicted with this, at the beginning of their turn, they take 4 Necrotic Damage. Magical Healing, a use from a Healing Kit, or an Action to make a Wisdom (Medicine) Check (**DC 15**) removes the Grievous Wound. This effect does not stack. This cannot be inflicted on Undead, Constructs, Oozes, or Elementals.

ACTIONS

Multiattack. The Wyvern Shark makes 1 Bite attack and 1 Slam attack.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 23 (4d8 + 5) Piercing Damage, and suffers a Grievous Wound for 1 Minute.

Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 24 (3d12 + 5) Piercing Damage and the target must make a Strength Saving Throw (**DC 17**).

- ***On Failure:*** The target is knocked Prone.

REFERENCES

The reference section utilizes content from the SRD 5.1 that we have modified. While we have explained in the specific sections how the creatures have been modified, we are including their edited stat blocks here for your reference.

ABOLETH BEHEMOTH

LARGE ABERRATION, LAWFUL EVIL

Armor Class 19 (natural armor)
Hit Points 235 (28d12 + 56)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6
Skills History +12, Perception +10
Senses Darkvision 120 ft., Passive Perception 20
Languages Deep Speech, Telepathy 120 ft.

Challenge 14 (11,500 XP) **Proficiency Bonus** +5

ABILITIES

Amphibious. The Aboleth Behemoth can breathe air and water.

Mucous Cloud. While underwater, the Aboleth Behemoth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a Melee Attack while within 5 ft. of it must make a Constitution Saving Throw (**DC 15**).

- ***On Failure:*** The target is Diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the Aboleth Behemoth, the Aboleth Behemoth learns the creature's greatest desires if the Aboleth Behemoth can see the creature.

ACTIONS

Multiattack. The Aboleth Behemoth makes 4 Tentacle attacks.

Tentacle. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 12 (2d6 + 5) Bludgeoning Damage. If the target is a creature, they must make a Constitution Saving Throw (**DC 15**).

- ***On Failure:*** The target becomes Diseased. The disease has no effect for 1 Minute and can be removed by any magic that cures disease. After 1 Minute, the diseased target's skin becomes translucent and slimy, the target can't regain Hit Points unless they are underwater, and the disease can be removed only by Heal or another disease-curing spell of 6th Level or higher. When the target is outside a body of water, they take 6 (1d12) Acid Damage every 10 Minutes unless moisture is applied to the skin before 10 Minutes have passed.

Tail. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 15 (3d6 + 5) Bludgeoning Damage.

Enthrall (3/Long Rest). The Aboleth Behemoth targets one creature it can see within 30 ft. of it. The target must make a Wisdom Saving Throw (**DC 15**).

- ***On Failure:*** The target is magically Charmed by the Aboleth Behemoth until the Aboleth Behemoth dies or until it is on a different plane of existence from the target. The Charmed target is under the Aboleth Behemoth's control and can't take Reactions, and the Aboleth Behemoth and the target can communicate telepathically with each other over any distance.
  - Whenever the Charmed target takes damage, the target can repeat the Saving Throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the Saving Throw when they are at least 1 mile away from the Aboleth Behemoth.

ABOLETH BEHEMOTH

LEGENDARY ACTIONS

The Aboleth Behemoth can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Aboleth Behemoth regains spent Legendary Actions at the start of its turn.

Detect. The Aboleth Behemoth makes a Wisdom (Perception) Check.

Tail Swipe. The Aboleth Behemoth makes 1 Tail attack.

Psychic Drain (Costs 2 Actions). One creature Charmed by the Aboleth Behemoth takes 10 (3d6) Psychic Damage, and the Aboleth Behemoth regains Hit Points equal to the damage the target takes.

BABY PENGUIN

TINY BEAST, UNALIGNED

Armor Class 10 (unarmored)
Hit Points 5 (1d8 + 1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	10(+0)	13(+1)	2(-4)	12(+1)	4(+3)

Skills Perception +3
Damage Resistances Cold
Senses Passive Perception 13
Languages --

Challenge 0 (10 xp) **Proficiency Bonus** +2

ABILITIES

Keen Sight and Smell. The Baby Penguin has Advantage on Wisdom (Perception) Checks that rely on sight or smell.

Pack Tactics. The Baby Penguin has Advantage on an Attack Roll against a creature if at least one of the Baby Penguin's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

ACTIONS

Beak. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) Piercing Damage.

COMPANION

SIZE AND CATEGORY VARIES

Armor Class 10 (unarmored)
Hit Points 5 (2d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10
Languages Understands the creature they have binded to.

Challenge 0 (10 xp) **Proficiency Bonus** +2

ABILITIES

Binding. After a successful Check has been made (described in the companion's description), the companion binds to the creature. A creature can only have one companion bound to them at one time. If the binding creature attempts to bind another companion, or if the binding creature does intentional harm to the companion, this companion is no longer bound, and will depart from the former creature it was bound with.

Safe from Death. While bound to a creature, if a companion's Hit Points are dropped to 0, instead of dying, the companion escapes of vanishes from the dangerous situation. They return to the bound creature at full health after the bound creature completes a Long Rest.

ACTIONS

This creature does not take any Actions.

DETRITUS CONSTRUCT

LARGE CONSTRUCT, UNALIGNED

Armor Class 20 (natural armor)
Hit Points 105 (10d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (−1)	20 (+5)	3 (−4)	11 (+0)	1 (−5)

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 10
Languages --

Challenge 8 (3,900 xp) **Proficiency Bonus** +3

ABILITIES

Immutable Form. The Detritus Construct is immune to any spell or effect that would alter its form.

Magic Resistance. The Detritus Construct has Advantage on Saving Throws against spells and other magical effects.

Magic Weapons. The Detritus Construct's weapon attacks are magical.

ACTIONS

Multiattack. The Detritus Construct makes 2 Melee Attacks.

Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 20 (3d8 + 7) Bludgeoning Damage.

Sword. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 23 (3d10 + 7) Slashing Damage.

GIANT CONSTRICTOR SKELETON

HUGE UNDEAD, UNALIGNED

Armor Class 12 (unarmored)
Hit Points 60 (8d12 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	14(+2)	12(+1)	1(-5)	10(+0)	3(-4)

Skills Perception +2
Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 12
Languages --

Challenge 1 (200 xp) **Proficiency Bonus** +2

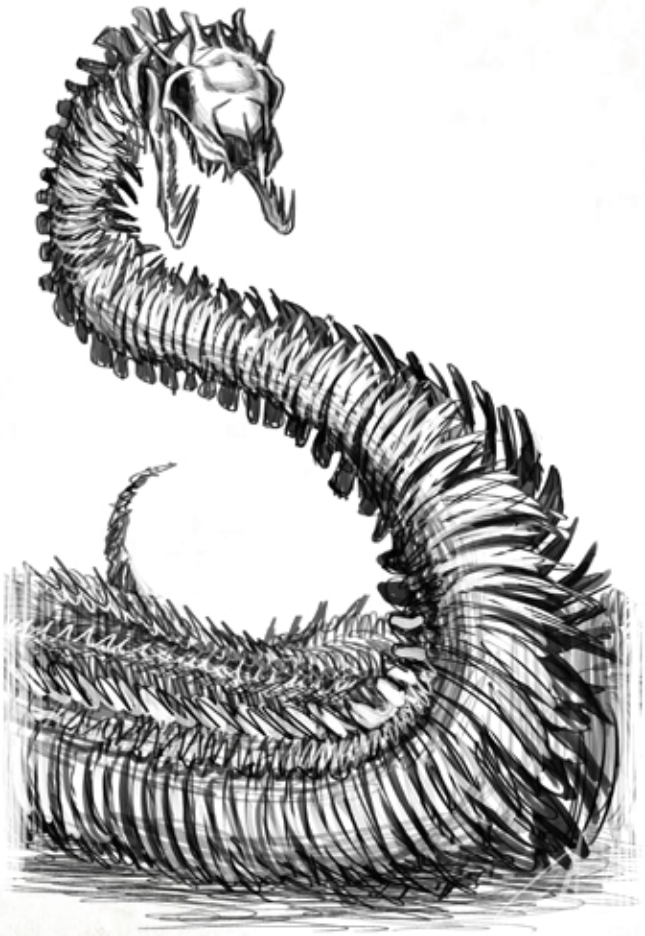
ABILITIES

Non-Respitory. The Giant Constrictor Skeleton does not need to breathe.

ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one creature. *Hit*: 11 (2d6 + 4) Piercing Damage.

Constrict. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one creature. *Hit*: 13 (2d8 + 4) Bludgeoning Damage, and the target is Grappled (escape **DC 16**). Until this Grapple ends, the creature is Restrained, and the Giant Constrictor Snake can't constrict another target.



SPIRE OF DECAY

GARGANTUAN FIEND (DEMON), CHAOTIC EVIL

Armor Class 19 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12
Damage Resistances Cold, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Truesight 120 ft., Passive Perception 13
Languages Abyssal, Telepathy 120 ft.

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

ABILITIES

Death Throes. When the Spire of Decay dies, it explodes, and each creature within 30 ft. of it must make a Dexterity Saving Throw (**DC 20**).
- ***On Failure:*** The target takes 70 (20d6) Fire Damage.
- ***On Success:*** The target takes half as much damage.
- The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the Spire of Decay's weapons.

Necrotic Aura. At the start of each of the Spire of Decay's turns, each creature within 15 ft. of it must make a Constitution Saving Throw (**DC 19**).
- ***On Failure.*** The target suffers one level of Exhaustion.

Magic Resistance. The Spire of Decay has Advantage on Saving Throws against spells and other magical effects.
Magic Weapons. The Spire of Decay's weapon attacks are magical.

ACTIONS

Multiattack. The Spire of Decay makes 2 Devastating Force attacks.
Devastating Force. *Melee Weapon Attack*: +14 to hit, reach 30 ft., one target. *Hit*: 21 (3d8 + 8) Slashing Damage plus 13 (3d8) Lightning Damage. If the Spire of Decay scores a Critical Hit, it rolls damage dice three times, instead of twice. The target must make a Strength Saving Throw (**DC 20**).
- ***On Failure:*** The target is pulled up to 25 ft. toward the Spire of Decay.

TROOP OF SKELETONS

HUGE UNDEAD, LAWFUL EVIL

Armor Class 17 (natural armor)
Hit Points 100 (12d12+24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	15 (+2)	6 (−2)	8 (−1)	5 (−3)

Damage Vulnerabilities. Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages understands all languages it knew in life but can't speak

Challenge 9 (5,000 xp) **Proficiency Bonus** +4

ACTIONS

Multiattack. The Troop of Skeletons makes 6 Shortsword attacks.
Shortsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 18 (3d8 + 5) Piercing Damage.

VISITOR, THE

LARGE FIEND (DEVIL), LAWFUL EVIL

Armor Class 19 (natural armor)
Hit Points 300 (24d10 + 168)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	14(+2)	24(+7)	22(+6)	18(+4)	24(+7)

Saving Throws DEX +8, CON +13, WIS +10
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Fire, Necrotic, Poison
Condition Immunities Poisoned
Senses Truesight 120 ft., Passive Perception 14
Languages Infernal, Telepathy 120 ft.

Challenge 20 (25,000 xp) **Proficiency Bonus** +6

ABILITIES

Fear Aura. Any creature hostile to The Visitor that starts its turn within 20 ft. of the pit fiend must make a Wisdom Saving Throw (**DC 21**) unless the The Visitor is Incapacitated.
- ***On Failure:*** The creature is Frightened until the start of their next turn. If a creature's Saving Throw is successful, the creature is immune to the The Visitor's Fear Aura for the next 24 hours.

Magic Resistance. The Visitor has Advantage on Saving Throws against spells and other magical effects.
Magic Weapons. The Visitor 's weapon attacks are magical.

SPELLCASTING

The Visitor's Spellcasting Ability is Charisma (spell save **DC 21**, +13 to hit with Spell Attacks).
At Will: Detect Magic, Vampiric Touch
3/day each: Hold Monster, Blight

ACTIONS

Multiattack. The Visitor makes 3 Claw attacks and 1 Bite attack.
Bite. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit*: 22 (4d6 + 8) Piercing Damage. The target must make a Constitution Saving Throw (**DC 21**).
- ***On Failure:*** The target becomes Poisoned. While poisoned in this way, the target can't regain Hit Points, and it takes 21 (6d6) Poison Damage at the start of each of their turns. The poisoned target can repeat the Saving Throw at the end of each of their turns, ending the effect on themselves on a success.

Claw. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit*: 21 (3d8 + 8) Slashing Damage plus 7 (2d6) Necrotic Damage.

BRING FISHING TO YOUR TABLETOP

Cast your line, snag a lunker, there is plenty for an angler to accomplish within this book. Reel in brand new mechanics, including Fishing, Carving, and Crafting - all compatible within 5e. With many resources, including new folks, subclasses, spells, items, NPCs, creature stat blocks, and over 200 Fish to catch, you'll transform your Fishing Trip into a real Fishing Adventure.

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